





# SENSIBLE SOCCER

ow come a game that possesses decidedly average graphics and sound can be such a big seller? Well, Anco's Kick Off 2 has been on top of the footy game league since its release. Many games have tried to knock it off top slot, few have even come close.

Now however, it looks like as if we could see the game to topple Kick Off 2. Sensible Software's Sensible Soccer looks like it has been snapped up by Renegade.

The game is apparently a hybrid of both Speedball and Kick Off with far more attention to detail than the latter. Apparently the game features about 40 national teams and 64 European clubs.

The graphical detail even reaches as far as the



spectators who perform Mexican waves when the action gets really exciting!

The computer even plays you the 10 best highlights of the match after the final whistle.

No details of when Sensible Soccer is to be released but expect it pretty soon, appearing on the Amiga first.



**D** o you remember New Zealand Story? Well, Ocean is working on a sequel called *Liquid Kids*.

Once again our cute little friends are in deep trouble. Their once peaceful home has been invaded by a terrible fire demon whose plans are to rule the world! Worse still, your girlfriend and entire family have been kidnapped by the foul fiend and his minions.

It's up to you to battle through six hazard-ridden levels to rescue them. Each stage is made up of three or four sub-levels.

Armed initially with water bombs you must collect various bonuses if you are to succeed. Ocean is still working on the game and a summer release for both the Amiga and ST versions has been pencilled in.

### CANNON FODDER

Gosh those Sensible Software chaps are really busy. In addition to working on Wizkid, Mega-lo-Mania 2 and Sensible Soccer they're also putting the finishing touches to **Cannon Fodder**.

The game itself is best described as Mega-lo-Mania meets Lemmings meets Paintball. You take control of a troop of



soldiers and must lead them into battle against other waring parties.

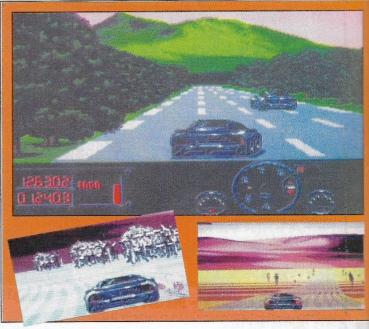
The Lemmings connection comes in the control method; you don't control your troops, instead you issue commands and they follow them according to their circumstances.

The game hasn't been signed up yet but it can only be a matter of time.

### BULLFROG - CD REVELATION

You may be interested to hear that Bullfrog, of Populous and Powermonger fame, has indulged in a **CD ROM** development kit and is experimenting with the technology as we speak.

The team is currently embroiled in the PC version of **Populous 2** and is lavishing time and expertise on an introduction sequence and spectacular interleaving screens that look likely to



# MASTER

esigned by Renovation - State in the States this is one of a growing breed of one of a growing breed of 'power, over beast' games. Available on Mega Drive this month, Master of Monsters is all beat, hack and slaughter action with you in control of a variety of ugly creations. Graphics are excellent, equal to coin-op standard, and control is surprisingly

and control is surprisingly spritely considering the size of the monster sprites.

It is however, sha the shelf with a host beast beater games ring consoles. So let's hope that new features which e been included really p hack 'n' slay fans on their toes



rival Guest, the spectacular Trilobyte CD ROM project.

CD ROM is proving to be a massive leap in presentation quality, to such an extent that cinema has come to computer gaming - it's exciting stuff!

### OH MARIO

Here's the latest news on Mindscape's Mario game. It will feature the Mario gang in an education frame of mind.

# **JAGUAR XJ220**

ore Design is putting the finishing touches to two Jaguar car-based games. Having signed up a deal with the British car manufacturer, Core has called upon the talents of Mac Avery; the clever chap behind the brilliant Thunderhawk.

The first game to hit the shops will be Jaguar XJ220 Sports Racing. The title will feature the usual 'behind the car' view and will set you behind the wheel of a super fast XJ220.

You'll race over 12 different countries trying to keep ahead of other cars in your class such as Ferrari F40s and Porche 959s. Jaguar XJ220 Sports Racing will be available on the Amiga sometime in April.

The second game bearing the Jaguar name will feature the 3D graphic style first used in Thunderhawk and will include the Le Mans 24 hour race. Don't hold your breath though, it won't see the light of day until Christmas time.



In this particular episode, Mario is Missing, Luigi embarks on a perilous journey to find his bruv. The first game will be available in autumn with others following on in the new year.



# INSIDE INFO

### **Best of the Bunch**

### The hmmm factor 12

Blend the right ingredients together, add that extra little something, and what do you get? A game of star value. We break down those elusive elements.



### Compo

Hasta la vista baby? No chance! Arnie's back with 25 Terminator videos to win.

### Street talk

The glistening streets of London beckon our roving reporter down south to Oxford Circus.



**Parasol Stars** 14 Brollie wielding Bub and Bob go bubble mad in this quirky little platform romp.





Software Charts Ups and downs to goggle at.

**Console Connexions** 22 Outstanding Famicom releases -Smash TV and Rocketeer, plus

Two Crude Dudes and Kid Chameleon on the Mega Drive.

### Tip-X 29 Rubicon, Populous II, Under Pressure, plus much more...

Player's Guide 30-33 Help Elvira to claim the Transylvanian throne and tear round the tracks of Microprose Formula 1 Grand Prix..

### Dr X's Clinic 35 Holy X blesses his faithful followers and bestows discerning answers to render their lives more meaningful.

Sneaky Peeks 41-45 Investigate the macabre world of Storm Lord Dark Seed. remedies a fairy tale gone wrong, and Bomber Man on 16-bit.

16

ON YOUR MACHINE THIS WEEK

X-it

8

AMIGA	
Bomber Man	41
Dark Seed	42
Hover Sprint	18
Parasol Stars	14
Psyborg	20
Stormlord II	45
Utopia Data Disks	19

### ATARI ST

Bomber Man41	
Hover Sprint18	
Parasol Stars14	
Psyborg20	
Race Drivin'16	
Stormlord II45	
Utopia Data Disks	

### **MEGA DRIVE**

Kid Chameleon24
-----------------

The Terminator ......27 

### PC COMPATIBLE

Bomber Man41
Dark Seed42
Psyborg20

### MASTER SYSTEM

The Terminator......27

### **COMMODORE 64**

Parasol Stars .....14

### **GAME GEAR**

The Terminator......27

SU	PER	FAM	COM
		and the second second	

Rocketeer
Smash TV24
Super Contra III26

# Watch this space! Next week find out what exciting new things the



team has planned for you... 250

### VIKING CHILD

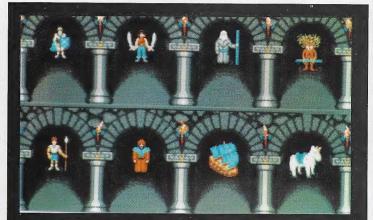
"I have seen the future of video game and his name is Brian the Viking Child!" A prophetic and imaginative quote, I think not, on **Viking Child** on Game Boy.

Now the sequel promises eight new levels of norse-style action, featuring a host of Viking villains.



The action comes in the form of the usual platform romp, as Brian, the Norseman, takes on a

bunch of ugly and 'orrible adversaries on his journey to Valhalla.



# WARRIORS OF RELEYNE

mpressions is set to release its first fantasy war game. Dharak is a land of chaos, inhabited by goblins, arcs, trolls and the like. It now seems that an evil leader is uniting the beasts of Dharak against the neighbouring, peaceful lands.

You must lead a ramshackle army against the invading forces. Players must utilise their strengths and protect the innocent villagers. In addition players may also call upon the magic of wizards and priests.

Warriors of Releyne will be available towards the end of March on the ST and Amiga with a PC version due in May. All formats will cost £29.99.



Plenty of swords, shields and potions to try out in this quaint Norse palm pleaser. Out now!



That humungous lump of 18 carat gold, known widely as the World Cup is in your sights, in this soccer title.

To be released on the Super Nintendo in April, **Super Soccer Champ** is rumoured to be the best footy game yet on console.

The game is presented as a raised horizontal view, rather than the overhead perspective made famous in Anco's Kick Off. It features fast-moving action with special tricks, such as bicycle wheel kicks and flying headers.

The game features two-player action with swift player to player switches to alter the pace of the game.

### KIDZ MOUSE

Kids everywhere are bound to love this cute little rodent. Aimed at youngsters aged between 5 and 11 years old, the **Kidz Mouse** is available for the Amiga and ST.

Priced at £35, the Kidz Mouse comes complete with a birth certificate. The unit features the same internal



the same internal workings as Logitech's other mice and also comes with a handy 10 page instruction booklet. This Logitech

mouse is available later this month

### ONTHE SHELF! Here is a list which has been compiled by GX, with the help of Centresoft and

Leisuresoft, to keep you up to date with all the games which will be hitting the shops in the coming week.

There may be some changes to the release dates of some of the games but keep an eye on the shelves, these games shouldn't be too far behind the date indicated.

Product	House	Format	Price	Date
Black Crypt	Mirrorsoft	Amiga	£25.99	14/3/9
Cover Girl Poker	Storm	ST	£25.99	19/3/9
		PC	£25.99	19/3/9
		C64d	£15.99	19/3/9
		C64c	£11.99	19/3/9
Die Hard 2	Grandslam	Amiga	625.99	19/3/9
		ST	625.99	19/3/9
		PC	625.99	19/3/9
		C64d	£15.99	19/3/9
		C64c	£10.99	19/3/9
Floor 13	Virgin	Amiga	£29.99	17/3/9
		ST	£29.99	17/3/9
Here With the Clues	Domark	CDTV	639.99	18/3/9
Julian Fignall's Top 10	Beau Jolly	Spectrum	£12.99	15/3/9
Les Manley: Lost in LA	Accolade	PC	£34.99	19/3/9
Magic Candles 2	Electronic Arts	PC	£34.99	19/3/9
Rocketeer	Disney	PC	\$30.99	14/3/9
Shadowlands 2	Domark	Amiga	£29.99	18/3/9
		ST	£29.99	18/3/9
Steg	CodeMasters	Amiga	67.99	17/3/9
		ST	£7.99	17/3/9
		Spectrum	63.99	17/3/9
		C64	63.99	17/3/9
		Amstrad	63.99	17/3/9
Test Drive 2	Ballistic	Mega Drive	639.99	18/3/9
Turtles 2	Acclaim	Amiga	628.99	16/3/9
		ST	\$25.99	16/3/9
		PC	629.99	16/3/9
Ultima Trilogy II	Mindscape	PC	639.99	18/3/9
		C64	£30.99	18/3/9
Ultima Underworld	Mindscape	ST	630.99	19/3/9
Wing Commander Deluxe	Mindscape	PC	645.99	19/3/99



### 12TH-18TH MARCH 1992 GAMES-X 5

# <u>GLUYPGHLRIS</u>

Here's your exclusive chance to see where your favourite game stands in the software charts.

		a little	and the second		St. J.	
1		$\diamond$	WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT	1		A320 AIRBUS House: THALION Team: IN HOUSE
9	2		DIZZY'S EXCELLENT ADVENTURES House: CODEMASTERS Team: VARIOUS	2		FORMULA 1 GRAND PRIX House: MICROPROSE Team: GEOFF CRAMMOND
1	ß	A	BART VS THE SPACE MUTANTS	3	×	CASTLES House: ELECTRONIC ARTS Team: INTERPLAY
4	,		A320 AIRBUS House: THALION Team: IN HOUSE	4	-	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Tgam: ARCHER MACLEAN
			DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS	5	*	HARLEQUIN House: GREMLIN Team: WARP FACTORY
6		V	FORMULA 1 GRAND PRIX House: MICROPROSE Team: GEOFF CRAMMOND	6		ROBOCOP 3 House: OCEAN Team: DID
5	7	Ť	TERMINATOR 2	7	*	WORLD SERIES CRICKET House: SOUNDWARE INT Team: IN HOUSE
8	R		HOUSE: OCEAN TEAM: DEMENTIA JIMMY WHITE'S WHIRLWIND SNOOKER	8		BIRDS OF PREY House: ELECTRONIC ARTS Team: JEZ SAN & THE ARGONAUTS
G	-		House: VIRGIN Team: ARCHER MACLEAN CARTOON COLLECTION	9	Ť	JAMES POND 2 - ROBOCOD
			House: CODEMASTERS Team: VARIOUS	10	V	House: MILLENNIUM Team: C SORRELL & 5 BAK
			House: PSYGNOSIS Team: DMA DESIGN THE JETSONS			House: OCEAN Team: TWILIGHT
		<u></u>	House: HI TEC PREMIER Team: 221B JAMES POND 2 - ROBOCOD	1		WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT
1	2	V	House: MILLENNIUM Team: C SORRELL & S BAK	2	×	A320 AIRBUS House: THALION Team: IN HOUSE
1	3	*	CASTLES Mouse: ELECTRONIC ARTS Team: INTERPLAY	3		ANOTHER WORLD House: US GOLD Team: DELPHINE
1	4		2 HOT 2 HANDLE House: OCEAN Team: IN HOUSE	4		JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
1	5	*	HARLEQUIN House: GREMLIN Team: WARP FACTORY	5		OH NO! MORE LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
1	6		SOCCER STARS House: EMPIRE Team: VARIOUS	6	*	POPULOUS 2 House: ELECTRONIC ARTS Team: BULLFROG
1	7	*	POPULOUS 2 House: ELECTRONIC ARTS Team: BULLFROG	7	*	MICROPROSE GOLF House: MICROPROSE Team: THE THOUGHT TRAIN
1	8		ROBOCOP 3 House: OCEAN Team: DID	8	*	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
1	9	*	WORLD SERIES CRICKET House: SOUNDWARE INT Team: IN HOUSE	9		JAMES POND 2 - ROBOCOD House: MILLENNIUM Team: C SORRELL & S BAK
2	0		OH NO! MORE LEMMINGS House: PSYGNOSIS Team: DMA DESIGN	10		BART VS THE SPACE MUTANTS House: OCEAN Team: ARC DEVELOPMENTS
			F16 COMBAT PILOT			STAR TREK: 25TH ANNIVERSARY House: ELECTRONIC ARTS Team: INTERPLAY
			House: ACTION 16 Team: DI	6		House: ELECTRONIC ARTS Team: INTERPLAY MONKEY ISLAND 2
	6		House: TRONIX Team: VIRGIN BUBBLE DIZZY	3		House: LUCASFILM Team: RON GILBERT JETFIGHTER 2
			House: CODEMASTERS Team: LYNDON SHARP	Л	×	House: US GOLD Team: BOB DINNERMAN EYE OF THE BEHOLDER 2
4			House: HIT SQUAD Team: GRAFTGOLD	4	×	House: US GOLD Team: SSI OH NO! MORE LEMMINGS
-	-		House: CODEMASTERS Team: CYRUS SOFTWARE	2		House: PSYGNOSIS Team: DMA DESIGN
6			THE NEW ZEALAND STORY House: HIT SQUAD Team: CHOICE	6	×	House: CDS Team: IN HOUSE
			ROBOCOP House: HIT SQUAD Team: PETER JOHNSON	1		F-117A STEALTH FIGHTER 2.0 House: MICROPROSE Team: MPS LABS
8		*	SCOOBY DOO & SCRAPPY DOO House: HI TEC Team: IN HOUSE	8	*	BOARD GENIUS House: BEAU JOLLY Team: VARIOUS
-	2		BUBBLE BOBBLE House: HIT SQUAD Team: SOFTWARE CREATIONS	9	×	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
1	D		JAMES POND House: GBH Team: C SORRELL	10		FALCON 3.0 House: MICROPROSE Team: SPECTRUM HOLOBYTE
Γ,				All	Game	es-X charts are compiled by Gallup Ltd, and
1		Nev	v Entry A Climber  Non mover			copyright of European Leisure Software
			V Faller 🖈 Re-entry			Publishers Associtation.
6	BA	MES.	X 12TH-18TH MARCH 1992			

# Kiravaganza

After the onslaught of games that were released over the summer it has been difficult to keep up with those which were snuck out on general release! However there are a few worthy of special note which I'm sure you'll want to seek out...

### **STEEL GUNNER** Supplier I Namco

ig cabinet, large screen, two guns with tactile trigger response, flash graphics... ooh look, it's ANOTHER Operation Wolf clone. What a tremendous surprise!

OK, I can accept the sudden exploitation of man's primeval desire to shoot at things in the arcades – BUT – I do think that the concept is becoming a little worn!

Space Gun, Operation Wolf, Rail Chase, Laser Ghost, Line of Fire... to name but a few... c'mon! the joke's over guys!

Basically in Steel Gunner you and another player take on the role of super cops with massive weapons who must rescue a very clever robotics professor from a marauding gang of intensely unpleasant terrorists.

Their intention is to force the prof to build a mega-bot that will destroy the city and leave them in control. All you have to do is shoot things. It's as simple as that.

Point your gun, pull the trigger and kill the bad guys! Just to be extra original you can also pick up extra weapons by shooting at certain pods. Hmmm very different...

On the whole it's your average blast which is faultless in terms of presentation but simply boring conceptually. However, everyone has their favourite



game of this type and who am I to criticize peoples' preferences? It's a good blast which is sure to do well at nabbing the pennies from your pockets!





## **STRIKEFORCE** Supplier IN Midway

A race of vicious Saurian lizard-men has overrun the New Earth Solar System colonies and is proceeding with a project of quite horrific proportions.

The intention is to capture the human race and then genetically mutate the unfortunate prisoners into strange hybrids which can be used as slaves on the home world – the dreaded Mega-Star Apocalypse.



Your mission is to save the colonies and rescue your beleaguered comrades before the Saurians have their wicked way. The operation, known as Strikeforce, is an all-out assault utilizing the very latest weapons and equipment.

As you can probably guess from this brief resumé of the story-line this game involves an awful lot of shooting. Yes, scrolling shoot'em-up is back in fashion... and about time too!



Featuring two-way parallax scrolling backdrops, startling graphics and sound, one or two-player simultaneous action and a plethora of options, Strikeforce looks set to be a really popular game. Players have

the chance to decide which planets they want to attack, which weapons to use and when they wish to pop to the shop to buy hunkydory power-ups. Then, once they're up to full strength they can then decide when to attack the Apocalypse itself.

All being well, you should be able to find it in some of the larger arcades in the country.

X-RATING:

This week our intrepid reporter visits the Metropolis to chat with a few punters in the relatively new computer and consoles section of the world's largest music and video store - HMV, in London's Oxford Circus.



### Michael Hunt (24)

y Amiga is really good but that doesn't stop me from looking for a Game Boy. Everyone seems to have 'em and the games are pretty good too.

I like simulations more than anything, and Microprose seems to be the best software house for that with constant improvements. A



couple of years back the graphics were really bad. I follow motor racing and enjoy other sports such as rugby and football. Tottenham football team is ace.

### Simon Morris (21)

t the moment I'm studying Communications and

Sociology at Goldsmiths college and I use an Amstrad PCW for my work. I've also got a really old 48K Spectrum. I play Tetris there in

the union. Although I've got some naff games, I never play them because I've not had the Spectrum

out for years now. Musically I

like all sorts, Disco Trash really. I read amusing novels and go to the theatre.

### Tim Reed (32)

ollywell in North Wales is where I've popped down from. I've got a Mega Drive which I'm very pleased with. I've also got a Game Gear which despite being a little sore on the eyes is alright. Sonic is my favourite,

it's got everything, it's a good game. Another good game is Robocod, I like that. I'm interested in the opera and I watch a lot of TV, I'm not really into sports a great deal.

### **Torsten Scholtz (19)**

'm very pleased with my Amiga although I wouldn't mind

a A3000. I like the Archimedes but the Amiga has to be my favourite. I've seen lots of bad games but, um, I can't seem able to think of any at the moment.

I like table top games and role-playing. Runequest is enjoyable, as is a German game called Mitgard. There's lots of fantasy shops here in England which is great.



### Osman (25)

've come from Norway, my brother's got the machine, an Amstrad PC. There's some good games on it, adventure games are what he really likes. I enjoy sports and play squash and football. I like English soccer and will be going to watch Leeds soon. I saw the film JFK - very good, very controversial.



### The family Marius

e've got a Super Sega back in France and also an Amiga. Double Dragon is a pretty good game. We like to play lots of different things and there seems to be quite a lot to choose from here in HMV.

I play basketball at school and I watch a lot of films and videos. We really enjoy the action movies, especially with Segal and Van Damme.

### Juan Begarros (14)

-Loc is really good on my G Game Gear but I've only got three games at the moment. I'm looking to get another, there's more of a selection in here than back home in Madrid. I play basketball in a team for school as well as football on a regular basis which I enjoy.



This week in

London

### Ken Droo (8)

y best game on the Nintendo is Megaman and on the Amiga it's Robocop III. I suppose I prefer the Amiga. Most games are good and I haven't got a rubbish one yet. I like to spend most of my time playing about on my computers.



### Andreas Bauer (19)

remen in Germany is where I come from. I've got an Amiga and my favourite game is Another World which is very good. I practice karate back home. I also like roleplaying games when I can get hold of them. As for music I especially listen to Genesis Queen and Nirvana.



# SHOP TAL

### Product Controller - Caroline Bowring

his store is the largest in the world. The computer section has only been open for five months, we started just before Christmas and it's doing remarkably well. It's picked up and is proving its worth considering that it's only a small section at the moment and there's a lot of competitors on the street.



We're looking to to expand the area because things are really tightly packed together. It does get a lot of customers through traffic passing by, but it's far from an ideal situation. It would be better against a wall.

We sell mostly Nintendo and Game Boy games, but that's reflected by the special purchase offers on offers on a wide range of games, with prices from £3.99 going up to £14.99.



2Dragon's Lair
3Chip 'n' Dale
4Duck Tales
5Nemesis
6World Cup
7Star Wars
8 Tennis
9Double Dragon
10Quackshot
at the moment. We have specie

I FIRMANS 5:101

# **25 COPIES OF THIS ALL-ACTION CLASSIC VIDEO** TO BE WON

Arnie won Mr Europe at the age of 16 and went on to win Mr Universe seven times. In what documentary film about body-building did Arnie star?

a **Muppet Movie** 

Pumping Iron

Gone With The Wind

What nationality is Arnold?

Austrian

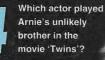
Swahili

Mongolian

Arnie and a squad of soldiers were pitted against an evil and powerful alien in which movie?

- a Mary Poppins
  - The Graduate

Predator



Danny DeVito



In 'Terminator 2', name the boy who will arow up to save the future of the human race.

Tom O'Conner





his classic became a cult film and led to a sequel that was one of the biggest grossing movies of all time. Now you can control the Terminator yourself, in a stunning arcade adventure. Virgin games is set to

release this all-action game on the Mega Drive, Game

> Gear and Super NES. All you have to do is answer these questions about the fearsome BBT800 himself, Arnold Schwarzenegger.

> You could then win yourself a copy of the original film, 'The Terminator'. Answers to reach us no later than 2nd April, 1992

## I TOLD YOU I'LL BE BACK!

1	2
3	4
5	

RULES No employees of the Europress group or the sponsors and agents of this competition may enter this competition. The judge's decision is nal. No photocopied competition entries will be accepted.

> Please tick if you do not wish to receive promotional material from other companies

Name
Address
••••••
••••••
Post Code
The machine I use most is:
But I also use
But I also use





The elements that unite to make a classic game are elusive at the best of times. Few titles have really shone brightly enough to be considered great. Let's investigate and, to give you an idea of what's important, break the evaluation of the game down into 10 major sections.

# GRAPHICS

Sit Xenon II and the original Space Invaders side by side and you'll look at Xenon first won't you? Both games are classic but the presentation makes a huge difference. Despite your initial reaction, beauty being only skin deep and all that, you may find that what primarily impresses you is, in fact, merely superfluous.

Look at the Sullivan Bluth games like Dragons Lairl The graphics are superb but gameplay is awful.



# LOI

Obviously something like Lemmings or Mario is going to keep you occupied for quite some time due to the sheer number of levels.

Simulators, strategy games or adventures are your best bet. Just recently there has been a boom in the simulator market as software developers strive

for greater realism in their games. Everything from a submarine to a MiG has been

### GAMES-X FAVOURITES

In order to test out the theory of a 10 category evaluation we tried it out on some peoples' favourite games in the office to see if any of them could be perceived as 'greats'. A broad spectrum of titles was selected with the hope that a good few 'classics' could be justified...

	GRAPHICS	aninos	ORIGINALITY	LONGEVITY	ACCESSABILITY	LEARNING	IS IT FUN	TARGET	CHARACTER	REPUTATION
LEMMINGS	V	V	V	V	V	~	V	V	V	V
SUPER MARIOWORLD	V	~	~	~	V	~	~	V	V	~
FLIGHT SIM I	~			V		V		~		~
LOTUS TURBO				V	V		~	V		~
SUPERCARS 2				V	V .		V	~		V
DUNGEON MASTER	V		1	V	V	V	V	~	V	
IK+		V			V		V	V		V
XENON II	V	V			V		~	~		V
SPACE QUEST IV	V	V		V	V		V	V	V	V

# DOES IT REACH THE TARGET AUDIENCE?

There aren't many games that actually appeal to everyone. Your average flight simulator will probably be way over the head of many younger players.

The escapades of the latest wave of mango chutney eating ninja gerbils is hardly going to hold the attention of your more mature player. Few games manage to transcend these limitations. Sonic, despite being aimed at a reasonably young audience, has been accepted by a huge audience. Likewise, Mario has broken the mould.

The complexity of the game is obviously very important in determining the target audience – a hard game is more than likely aimed at an older and more mature audience.

## ACCESSIBILITY



There's nothing worse than sitting down to play a new game and not being able to get into it, now is there? If it doesn't have all those really grasping and accessible qualities

then you soon become bored and just can't be bothered to carry on.

Games such as Mario or Lemmings just grab you from the moment you pick up the joystick, while on the other hand



there are numerous titles which come and go and are never remembered simply because they're such a pig to get started on.



The central character of the game is very important! Look at Sonic, Mario, or Dizzy - they're all roaring successes. People seem to take them to their hearts in a way not dissimilar to cartoon characters.

They feel a degree of empathy with the protagonist, important to their enjoyment. It would appear that when developers try to put famous characters into a game, it doesn't work as well. Just look at the Turtles or Bart. I rest my case!



12 GAMES-X 12TH-18TH MARCH 1992

## SOUND

Just as with the comments about graphics, the quality of the sound makes a difference.

It helps if something sounds like either the London Philharmonic or Def Leppard in concert rather than a small budgie being strangled while underwater!

Obviously the limitations of your particular computer have to be taken into account, but there are

## EVITY

simulated at some point. The possibilities are boundless. Adventures are an

Adventures are a obvious category to keep you going for ages; games like Dungeon Master and Eye of the Beholder are so vast that you can roam around the virtual world for months before you've seen everything! still some good tunes and effects, even on the Speccy!

Over the years there have been a number of soundtracks that stick in peoples' minds. Who remembers the loading tune to Sanxion on the C64?

All said and done though, the quality of the sound is only the icing on the cake.



# ORIGINALITY

The originality of a game is very important in the way it is perceived by both the public and the press.

The arrival of games like Lemmings has really made people sit up; this classic blend of strategy and puzzles has really shaken things up a bit! Over the years there have been a number of trend-setters and these are always the ones that are remembered.

Space Invaders was the first shootyshooty, Pac-Man started off the maze craze, and eventually Dungeon Master begat a thousand 3D RPG games.

## EARNING CURVE

A learning curve? What's that then guv? Some games get better and better as you progress further into them.

Take Dungeon Master or some of

the Sierra adventures for example. As you start there are certain simple tasks to perform, but many possibilities open up for you due to your experiences.



## S IT FUN

Well, is it? What's the point of playing a game if you don't enjoy yourself? This basically depends on personal taste, but there are many games which appeal to a broad audience.

It's hard to specify what makes a game fun... some people find playing war games enjoyable, while others find it the most boring thing imaginable!

## REPUTATION

In recent years the development teams behind games have become much more apparent. For example, if a tomorrow, loads of you would check it out, wouldn't you?

Likewise, if you heard that a new Mario or Sonic game was to be released you would want to see it. This reputation is important; some great games have gone unnoticed because they have come from an obscure development team.



### 12TH-18TH MARCH 1992 GAMES-X 13





Oops! Now that wasn't supposed to happen! After carelessly wandering into the path of an enemy I've suddenly gone and died

oth of the original games in this series have been arcade smashes, but Parasol Stars was only ever released onto the PC Engine.

Now those very nice people at Ocean have converted it across to the home computers for our gaming pleasure, but can it live up to the original's high standards?

Well, let's see... Bubble Bobble is, for me anyway, far better than Rainbow Islands and Parasol takes us back to the roots of the first game with fast two-player fun.

### BROLLY GOOD

As the title suggests, our heroes are this time armed with umbrellas which they'll use to catch falling bubbles. fling said items across the screen and prevent themselves from falling too quickly.

You can also use the brollys to catch many bubbles, this will gradually make the one

you are going to throw bigger.

When this reaches its largest size it will do some special task, such as create the waterfalls. of the first game.

These fall down through the platform and Some of the beasts you'll encounter on your journey are strange indeed. Here we see Bub being attacked by a hoarde of accordions





Bub and Bob will have to visit many areas on their quest: Casino, Ocean, Music, Toy and this one, the Sky Star, to name but a few





capture any enemies that get in their way. You can also collect potions and catch new bubbles that you'll find lying around the various screens.

These allow you to fling lightning or other such weapons and can wipe out many enemies in one toul sweep, making the clearing of a screen drastically easier than normal.

There are eight stars with seven levels on each. There are also a number of hidden stars for you to find during the game so if you complete the quest there is still something for you to go back to.

On the last level of each star you'll have to confront and get rid of a large boss-type creature.

These can only be killed using special bubbles so you'll be glad to hear that there are potions to be found on these screens that you can



Not content with helping out the people of the Rainbow Islands, Bub and Bob must now go out into space for their next adventure. This time they are ridding the Parasol Stars of all evil in the third episode in the Bubble Bobble saga.

collect and then use. However, should you lose a life then the energy of the beast is put back up a bit and you'll have to collect the potion once more.

### IT'S A MIRACLE!

The only thing that I missed from Rainbow was the two-player option of the original so I was overjoyed to find that Parasol has brought this back in. This feature gives the game a

tremendous amount of fun and also makes it that little bit more annoying. Why annoying?", I hear you ask.

Well you can pick each other up with the umbrella and not only arguments: but fully blown fights will be seen to erupt during the game.

Among the bonus items that you can collect during play are little things called Miracles. These will either get rid of completely or only

14 GAMES-X 12TH-18TH MARCH 1992



Here we go, now this looks fairly simple. Not many aliens and they are all fairly small, so these should cause no problem



Ha! They ain't got a chance as I whip out my umbrella and start attacking them in a most violent fashion



OC

On the Toy

star you'll have to kill

many things

like teddy

bears and

cavemen,

which are

difficult

to kill

ugly looking

these rather

partly destroy the enemies. This depends on whether you get three or two of a kind, but either way they are very useful to collect.

Controls are as simple as you'd expect them to be if you've played the original two games.

Using the umbrella may seem complex at first but with a little practice you'll be mastering the game in no time. You start off the game with four lives and two credits to use, should these run out.

Thus you can guarantee that you won't complete the whole thing for at least a few months after the purchase, which is how every game should be.

Will Bub and Bob return for another adventure? Who knows, but if they do it will certainly be well received by the public!



Here you see the various stars that you'll visit during the game, these will only be in colour when you have completed them. The hidden ones won't appear until you have found them in the levels

## **NASTY OLD BEASTIES**



This ugly looking robot is a bit of an annoying creature to kill, so you'll have to power up the star bubbles and let fly



The sea monster appears at the end of the Ocean Star and is killed using the lightning. Your brolly will protect you from those falling rocks



Software House: Ocean Programmer: Mick West Graphic Artist: Don McDermot Sound: Matthew Cannon, Keith Tinman

Platform games today seem to be where it's at and they are all getting better all the time, although in my mind nothing will ever beat RoboCod. Parasol Stars succeeds in not being blotted out in an already over-inflated genre through pure addictive gameplay.

Fans of both prequels will undoubted enjoy it since it is more of the same but even those who hated Rainbow, and there are some people like that, will find something more appealing in Parasol.

To be honest, Rainbow did get a bit boring after a while but Parasol thankfully doesn't suffer from this. The gameplay is as simplistic as you can get, all you have to do is leap about and kill the nasties, but the game is in no way easy to complete.

The graphics are in exactly the same style as Rainbow which is a good thing because it means that younger gamers will like the game as well.

Every little enemy in the game has cute eyes and will smile as they bounce around the screen giving you that familiar feeling of rising chunder.

All in all this game is better than Rainbow Islands for it is far more simplistic to play but it is not up to the quality of RoboCod. Maybe The Addams Family will be the one to beat it!

### 625.99 OUT END OF MARCH

Atari ST The ST version is exactly the same as the Amiga in every way, even the sound effects! The tune is of a slightly lower quality but the difference is hardly noticeable.

This is a very playable and addictive product. A game well worth buying andit will keep you playing solidly for weeks to come.

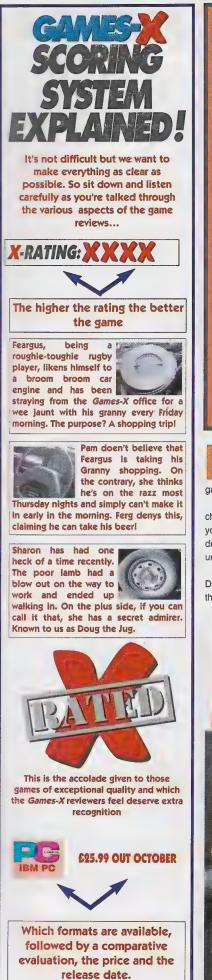
### £25.99 OUT END OF MARCH

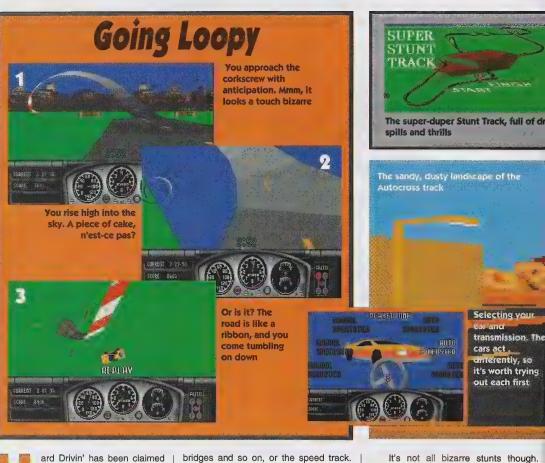
The Commodore version is going to be the only 8-bit machine the game is going to be released on, allowing for the game to be of a much higher quality than usual. Both graphically and sonically this is a highly impressive product. The C64 version couldn't be more impressive than it is.

CE10.99 DE15.99 OUT END OF MARCH



Gameplay: 19/20 Lastability: 19/20 Presentation: 17/20





N'm.

ard Drivin' has been claimed in some quarters to be a classic twist to the driving game genre.

No perfect steering, false gear changes or surviving crashes here thank you very much, but a driving game for drivers, offering a sense of reality unseen in most simulations of this type.

There are three courses in Race Drivin': the original, from Hard Drivin', the stunt track with loop the loops, bridges and so on, or the speed track The two new courses vary in quality.

The autocross track is a touch basic; the objective is to simply dash around a triangular loop in the desert, registering the fastest possible time. It does get a trifle dull unless you have the two-player link-up.

The super stunt track is a revelation; a rather large and certainly varied game to test your driving wits on all manner of tricks.

It's not all bizarre stunts though. You need accurate driving skills to suss out the mountainside twisty-turny roads before you go onto the course proper.

### HEAD IN A SPIN

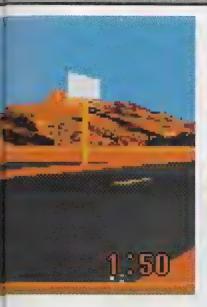
Here you're faced with the obligatory loop the loop, a tunnel, depressions and bridges, not forgetting the devilish corkscrew stunt track.

Here you've got to slam on those revs, stay on track, and go upside down





The racing 'autocross' track. To test your wits at breakneck speeds



and round and around, great fun to be sure, but tough.

The options available in Bace Drivin' are an essential part of the game. You can select your car type from a choice of three. There's a Sportster, a tough and resilient all-round car.

The Roadster, with its superb handling and cornering abilities, and finally the Speedster, a sleek aerodynamic performance car which can nip along the straights at a fair old pace.



Vour

COURSE



You gotta be careful around those twisty turns

You can select the transmission on these motors, either automatic, to acquaint yourself with the courses, or manual, whereby you choose the gears according to the situation you're in.

Manual transmission is awkward, but it certainly adds an additional element to gameplay.

Other options made available in Race Drivin' include the ability to adjust the sensitivity of steering, be it with mouse or joystick.

A major criticism of Hard Drivin' was the ease of oversteer which made the

game unplayable at times. This can now be ironed out to a greater degree. Of course, being

Going round

Mad cow! Mad cow! On the mountain twisty approach road just ignore their pitiful moos

The good of fashioned Hard Drivin' course, with

both speed and stunt aspects



Else. Well, you'll end up failing off. Whadya expect?

game of vectorised graphics, the speed can be slowed down with additional scenery and an increased number of opponents' cars.

### FROM SPRINT TO STROLL

Like most simulators, these can be turned off, allowing for a great deal more smoothness in both the scrolling and the animation.

Another touch is to play head-tohead with another driver. This twoplayer link up requires a cable, but does offer a further dimension to gameplay.

You only see the opponent if you're overtaking or overtaken, adding some nail-biting tension to the proceedings.

All in all, a tough all-round driving challenge. Whether it's slick enough is another matter, and it's probably better to try before buying. It's good, but then I liked Hard Drivin' whereas a

OUTO

lot of people didn't.

Following on from the success of Hard Drivin', Race Drivin' really puts you straight in the driver's seat, in more ways than one. As a driving simulation of the classic Atari coin-op it improves on the original, but how much?

FACT FILE

### Software House: Domark. **Development Team:** Walking Circles

Race Drivin' is a game you'll either love or hate. If you Amiga like such fast action racing games as Lotus or Microprose Grandprix, then you may be disappointed by the lack of features and sensation of speed.

Graphics are different, to say the least. The advanced vectorised graphics are typical of the Atari arcade original and are rather nice, but they're hardly spectacular. Scrolling isn't too bad but could surely be improved on.

Although Race Drivin' does offer a distinct sense of realism and speed to the driving game genre, there's still room for improvement. Nevertheless, the choice of courses does allow for some fun to be gleaned.

Thankfully, the control mechanism which constituted the 'hard' in hard driving has been improved. Now it's not impossible, just extremely tough.

You can adjust the mouse or joystick sensitivity to an acceptable degree, making the oversteer easier. The selection of tracks isn't quite perfect yet, although the new Super Stunt track is excellent.

From whizzing around corkscrews, dashing through tunnels and clinging on to twisty mountain paths, it offers quite a tough challenge to the ardent hard driver.

The autocross track is, frankly, a tad boring. Simply whizzing around a loop doesn't hold much in the way of a thrill factor.

The original course is still in there, bless it, permitting you to do the trusty stunt track or the more audacious speed track.

Race Drivin' can only be recommended to those who enjoyed Hard Driving. With a greater sensation of speed, the options make you wonder how you did without them.

A good game for a few hours of driving enjoyment, a game where your parents will probably be able to whack their children into shape, for a change.

### **629.99 OUT LATE MARCH**

With all the similar new features as found on the 🚺 Amiga version, it's a good conversion although the scrolling is jerkier. If you have played Hard Driving, then you know what to expect.

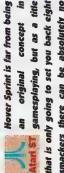




Lastability: 10/20 Presentation: 11/20



Programmers: R A Cooke, D Eaton Software House: Codemasters **Development Team: Exentrix** Graphic Artist: M J Alder **Music:** P Webb



that is only going to set you back eight mackers there can be absolutely no Compare this with something like doubt that it's very good value.

Hard Drivin' and it's not hard to see that Codemasters is really on to something special here!

The game is very easy to control and there are enough tracks to keep you busy for some time.

ports and you have something that is facility through either the MIDI or serial Add to this a multi-player link-up certainly up there with Stunt Car Racer!

Graphically the game is very fast and smooth and rivals many of the more expensive vector games that are around at the moment.

than adequate, giving, on the whole, a On top of this the sonics are more top class presentation.

player game it doesn't really grab hold of you and hang on. However, if you My only complaint is that as a onereally love 3D race games I'm sure you'll get more than 68 worth of play out of it!

# **E7.99 OUT APRIL**



Presentation: 15/20 Lastability: 13/20 Gameplay: 15/20 XXX

X-RATING:



within a month of each other, now comes Codemaster's first ever There's definitely a popularity surge for the old perspective racing game right now. After Microprose Grand Prix and Domark's Race Drivin' being released 6

vector graphics game...

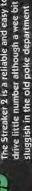




Vight time racing... what a pleasant looking purple hazy sky eh? Red sky at









The chunky looking Blue Flame is the first of the four to have a manual gear box. If you're a good driver this should make the acceleration better:



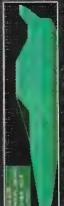
establishes all connections with the Your computerised repair system smashing your front windscreen iportant onboard systems



boost by pressing the fire button gear you can activate the turbo After whipping the car up



still has automatic gears but a greater top speed



The Pulsar is the real meaty mobile – manual gears, high powered engine. Monstrous stuff



for its Dizzy 30 Codemasters is obviously branching out from simple platform romps into games, hence the saying 'not another bloody Dizzy game", the highly competitive area of nauseatingly cute reviously famed racing games.

To push your driving abilities to

the limits you have a choice of four Hover Cars, each varying in their levels of power and ease

of handling.

Racing on any of 20 tracks your

only aim is to win and gain as many

points as possible. Pretty simple,

wouldn't you say?

your way from the bottom of division

four to the top of division one.

For a game of this type to work really well there are number of criteria which must be met.

the vector graphics of the 3D 'world' have to be fast Firstly, and smooth.

control and finally, at has to be easy to Secondly, it

the end of the day it's got to be playable. Codemasters

succeed on all three counts! Quite an Thankfully it would appear that has managed achievement for a first attempt!

Although set in a futuristic scenario of mythical suspended race tracks DRIVING FORCE

£8 budget game! traversed by high speed hover cars.

appeal, but it is quite fun. The tracks are reasonably interesting and the Admittedly, it does have limited graphics are fast and smooth

different to many of the games of this

type that have been and gone over

Hover Sprint is not significantly

The overall impression given is one of quality, and the lads down at Codemasters must be extremely proud of themselves!

> You take your place in a series of races, comprising of four Hover Cars each, while you attempt to work

the years.

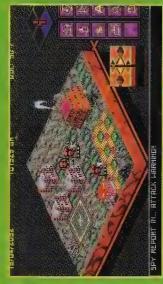
lightweight vehicle glides easiest the Streaker 2, is an autocar for example matic, The which

around the track with the greatest of ease. 

On the other hand, the Pulsar is a real monster! Five manual gears, high powered engine and not unlike a smelly substance off a shovel! acceleration 9

of this quality would not have been A couple of years ago, a game seen as a full price title, let alone an

al and



What strange enemies! Here we see my city under attack by large, tank-driving hamsters! Cor, I'm dead scared!

Look on the map screen to see just how well your colony is doing and find out where ore and fuel are to be found



cam now get 10 marc sims to hit the home through the original conarries then you managed to battle compilter. If you have successfully ifficult terrels... S CALL CON



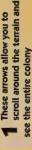
used to think that games such as Populous and Sim City were the most boring computer products known to man.

style that I tried to play; it's easy to Utopia was the first game of this get into but very difficult to master.

Basically The New Worlds offers more of the same with the only apparent differences lying in the terrain and various types of enemies to do battle against.

You still have to plan out your colony as strategically as possible





- A faunch pad, this is where your sparocraft tables off an
- your spacecraft takes off and lands, but not without fuel!
- The command centre, the most important building in the game 3
- city is easy with a security HQ Keeping law and order in the

doing. When you start the game the

rating will be 55 per cent.

determines how well you are

this

(OOL) and

Quality of Life rating

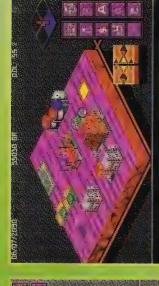
The city will

have a

always

At times the only way to survive is to raise taxes, thus lowering the

- Scaffolding shows where another building is curren
- another building is currently being constructed
- Ship-building yards are useless unless next to a launchpad 0



The command centre is the important building in the colony so you'll have to keep plenty of back-up power

game. Graphically this is fairly basic, it

seems to have aged quickly since its

original release six months ago.

The beauty of Utopia is that it is

are interesting and different enough in

themselves to warrant a purchase.

Nevertheless, the new backgrounds

However, it isn't recommended to

this without having alread

play

addictive. These new planets will keep

you going until the sequel is released.

immensely playable and incredibly

these new challenges are far tougher

than those of the original.

mastered the original particularly since

disks at the moment are around £5

cheaper than the original game at

around £90, making it incredible value.

The price is also enticing, most data

If you own Utopia and are close to

seating all of the worlds then this comes

heartily recommended.

614.99 OUT SOON

As is the case with all data disks The New Worlds is just an extension to the original

Programmers: Graeme Ing, Robert Crack

**Graphic Artist:** Bernie

Software House: Gremlin

NCT FILE



Unfortunately this isn't quite enough and you'll also require something in which to store the collected power, known as Flux Pods which also act while at the same time readying Keeping the population happy and yourself to destroy the enemy city.

**CITY LIMITS** 

as markers.

deadlier enemy race; the range

Each of the 10 scenarios has a

caterpillars with a taste building a city to have great defenses

Do you opt to build a

is a very difficult business.

your people entertained, or sports complex to keep

do you build missile

silos as defence

against air attacks?

identical on the Amiga and the ST. Beginners to the genre will be able to get into it quickly and easily

tari ST

breed of games that ar

Utopia is one of a dving

covers 10 metre long

for raw meat to knight-like creatures Consider their characteristics well with metal skin.

although it must be said that the going

does get slightly tough.

It is hard not to recommend data disks and if you are a fan of the original game then you'll definitely want an add

on to an aiready impressive product.

£14.99 OUT SOON

when designing defences.

ruined Every terrain mountains or

buildings on which you are unable to build. In some cases there are also great pools of lava.

The tanks and ships are identical to the original product which

Some of the ideas for aliens are incredible, obviously created by a will undoubtedly please fans.

à

QOL. You can raise it again building a hospital or security HQ. very warped imagination.

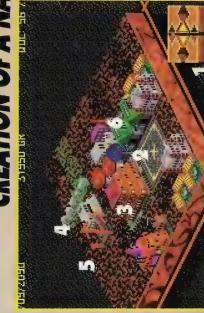
so plenty of solar panels are needed.

Your source of power is the sun,

X-RATING: X

Lastability: 17/20 Gameplay: 17/20

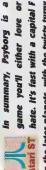
# Presentation: 15/20



12TH-18TH MARCH 1992 GAMES-



**Development Team:** In House



in the later planets, with the twisty turny It seems like a cross between the vortexes becoming obscene later on.

the canyons. Although not as sleek, it's as fast and has a degree of cerebral old game, Encounter, and the original Star Wars game where you go through taxingness in choosing the best route.

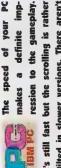
through the uneven corkscrews at a It's simple yet tough. A rugged and casily responsive joystick such as the Bug is both ideal and essential to nip breakneck speed. It's worth a go.

enjoyable romp which you can return to gameplay is amazingly addictive. An Although it looks average, the again and again. It's typically French, but for a change, it's rather good.

# WON TUO 99.993

quality about it. Sounds are minimal, but this doesn't distract, what there is is The Amiga version is just as fast, with smoother scrolling effects. It might look a trifle simple, but it has a sheer addictive good enough. An enjoyable romp. v

# WON TU0 26.99 JUT NOW



stilted in slower versions. There aren't ression to the gameplay. It's still fast but the scrolling is rather many enjoyable action games available on the PC. This is one of them.

E26.99 OUT NOW

Presentation: 12/20 Gameplay: 13/20 Lastability: 13/20 X-RATING:



galactic vortexes to

Androphere spies. A rid the universe of species which isn't

obviously. A typically very popular,

French game with

the ubiquitous odd touches and novel extras. ou are Duncan Norton, a military-style chappie with a massive mind. The planets the galaxies are being infiltrated by the enemy.

Androphere spies are using their influence on friendly planets and they must be eradicated.

these alien creatures, and to get to these infested planets you spirit your You're the psyborg assassin of mind away.

# TWISTS AND TURNS LINE ...

This isn't a simple case of wanting to be somewhere then, poof! You have to travel galactic vortexes, twisty turny tunnels which link the ethereal to the material.

rather than neutralising the actual these vortexes is the aim of the game, through Travelling



You start by selecting the planet in the correct order of vortexes



bits, you kill off these ugly mugs After hurtling through the twisty

> creatures, and it is rendered in fast | and it's wise to slow down a notch when there's only a single panel path to take, which corkscrews

novel, but the technique and The graphic system is hardly gameplay are different. action 3D graphics.

The vortexes are a series

three to twenty sides. This is panelled tunnels, with you've got to cling to fine, but most of the panels are missing, and whatever is available You can conslight movements your travels by troi the speed of ď

The speed you can and fire to stop.

up, back to slow down

to speed

forward

on the joystick;

offered a little bit of

travel at is frenetic to say the least,

time to rectify the situation.



You're thrown straight in at the deep end, as the path splits

Check the vital statistics of what

you're going to expect

accrued by staying on the path, up to It's not just a case of taking the have power-ups or other special options. Some add extra time, bonus easiest route either, because some points, make you bounce or even This all depends on the time a maximum of 100 time units. transport you further forward. vou're you do stray, You have a timeimit to com-plete each planet-ary vortex and if all over the place.

backwards to the beginning, which is Some are bad though, making you stop dead or invisible, or slow you down or make you dash rritating to say the least.

Every vortex has at least one shop, signified by a flashing yellow square. premises and, depending on the

# ... TWISTY TURNY THING

This allows you to enter the bonus credits accrued, buy certain

invaluable items.

You swerve left and right at a hectic pace. It takes nerves



Corkscrew ahoy! It's a big one which

goes on and on and on...

vortex is complete

time or even invulnerability. With 40 planets in eight solar systems to get You can buy extra lives, more your teeth in to, the boredom threshold should be limited.

They do get tougher, but a nice touch is some easy levels now and It's certainly a game to try again, limiting the irritation factor.

9 enthral all adrenalin addicts at least before you buy, and a game some of the time.

274



n the shop for some goodies



YES! IT'S TRUE, EVERYTHING YOU SEE HERE COULD BE YOURS! ALL YOU HAVE TO DO TO BE IN WITH A CHANCE OF WINNING THIS MOUNTAIN OF GOODIES IS CALL OUR COMPETITION HOTLINE NOW! IT'S SO EASY! AND REMEMBER - SOMEONE HAS TO WIN... WHO KNOWS - IT COULD BE YOU!

# CALL 0839-654305 NOW!

CALLS COST 36p (CHEAP RATE) AND 48p (AT ALL OTHER TIMES) PER MIN INC. VAT. INEGAFORE LTD, MORECAMBE LAS TOG. PLEASE ASK PERMISSION BEFORE YOU CALL.

## Sega, Nintendo, Lynx, Game Boy, Famicom, Game Gear, PC Engine

It's a week for outstanding Famicom releases, what with the superb Super Contra III and the best version of Smash TV I've seen. Also feast your eyes of the excellent Kid Chameleon, and the not-so-Classic Two Crude Dudes. In addition we take a glimpse at The Terminator for the Mega Drive...

### NIGEL MANSELL ON THE FAMICOM

Gremlin Graphics, the software house responsible for the first-class Top Gear is presently hard at work on their next Super Famicom release, Nigel Mansell Grand Prix.

Based around the brutal Brit's speeding racing skills you, as the driver of a multi-million pound F-1 car, must negotiate 16 circuits that are identical to the real courses, with South Africa replacing America.

The game will feature pit-stops and



qualifying laps, and will be viewed out of the cockpit utilising the Famicom's rotational hardware a great deal. You can expect to see this racing classic around Christmas, with an NES version appearing at about the same time

### F1 GRAND PRIX

Remember F1 Grand Prix, the excellent racing game for the PC Engine and Mega Drive? Well now a Famicom version is due to appear.

The action is viewed from overhead, and teatures a bundle of courses which will-test your driving skills to the limit. The game was fast on both the Mega Drive and the Engine, but the Famicom game promises to be even more impressive, especially with the

inclusion of Mode 7

### **ENGINE SLIME WORLD**

Slime World first appeared on the Atari Lynx and proved to be a highly-popular exploration/shoot'em-up. As a heroic space explorer, you must enter the green glow of Slime World, and nopefully battle your way through numerous levels of dripping goo.

The game looks excellent, but you'll find out more when the game is released some time around March/April.

### BONANZA BROS COME BACK FOR MORE

Bonanza Brothers has appeared on nearly every format, be it Mega Drive Amiga or Spectrum, and has proved to be equally addictive whatever the machine it's played on

A game for one or two players, the basic aim is to break into various houses and steal as much swag as you possibly can.

You must avoid the security menas well as cameras, then make good your escape. More info when we get it

### Thanks to:

Megacom Distribution, 13 Mansfield Road, Nottingham NG1 3FB Tel: 0602 475151 KC's Computers, 3 High Street, Loughborough, Leics LE11 1PY Tel: 0509 211799



 $\langle 0 \rangle$ 

lot a promising title, but don't judge a book by it's cover, or so they say. Once again

this is another Mega

Drive beat'em-up, converted from the arcades and probably known better as Crude Busters.

### **COKE ADDS LIFE**

This beat'em-up is for two players, Biff and Spike. As the Two Crude Dudes, you must punch and kick your way through five stages of nuclear desolation.

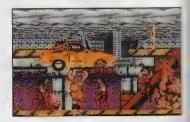
You'll be attacked from all sides by wrestlers and all sorts of muscly meanies. You can punch and kick by pressing B, or pick up objects and enemies with A, and throw them by tapping A once more. C makes the dudes jump, with a flying kick made possible with a combination of C and B.

You are awarded either three or five lives, which are divided further into an energy bar. Each punch knocks away at your power, but this can be replenished thanks to the Coke machines.

Two Crude Dudes looks so dated, because the game has absolutely nothing new to offer at all. It's a substandard beat'em-up that is not







outstanding either graphically or sonically, and I found myself cringing as attempted to punch the lights out of the thugs standing nearby. Save your money, don't buy this because I'm sure you'll be bitterly disappointed.



### 22 GAMES-X 12TH-18TH MARCH 1992

Rocketeer

Rocketeer was Disney's hope for the best movie of last year, but was sadly beaten into second place by blockbusters like Terminator 2. You may recall

that some versions of T2 were pretty dire, so can the flying hero beat the muscly cyborg in the game stakes?

Based loosely around the movie of the same name, Rocketeer is set over five levels of sky-riding action.

As Cliff Secord, you must battle against the might of the Nazis, and keep the X-3 Rocket Pack in

safe hands. The first stage of the

game throws you right into the heat of the action, in an air race which you must win.





Using button A to increase airspeed you must zoom around the triangular circuit, while at the same time avoid ramming the other pilots.

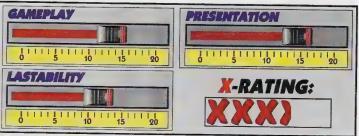
> Complete 10 laps, then repeat the process for a 15 lap race. The next scene is inside the hanger, where Cliff is ambushed by the dastardly Nazis.

They want the rocket pack, and they don't mind killing the odd American in order to get it.

This stage is similar to Operation Wolf, with the added ability of flying to avoid the Nazi's deadly stick grenades.

> You must then compete in the air race again, although you must now fly the rocket pack to victory, rather than the more secure Gee Bee airplane.

> > shoot-out in the hander.





Go for it, Rocketeer, blast them Nazis with your ray gun! This Operation Wolf-type stage is easy so long as you keep collecting the first aid kits for energy



With the rocket pack strapped to your back, you take to the skies. Use your gun to shoot the oncoming shells, but mind you don't ding your backside on the rockets

you take to the skies in search of your beloved Jenny.

> While flying along, you are attacked from all sides by missiles. bombs and other rocket packers hoping to grab vour X-3.

> In no time you're battling it out in a Locust aircraft against waves of German Fokkers.

### **ROCKET RACE**

Onto the last stage, a hectic battle on top of a huge Zeppelin. Jenny is being held

hostage on the thin surface, guarded bv one tough cookie that's not going to let you stroll straight past. Beat him, and the luscious Jen will drop to her

knees and worship your body. Rocketeer left me in two minds as to

whether I liked the game or not. On one



hand, it is graphically impressive and there is a lot variation between the levels, but I really disliked the way you had to replay the stages having previously completed them

For instance, you have to win the air race three times before you finally take to

the skies, and are attacked twice in the hanger bay.

it's quite tough but I think you should find yourself nearing the end after a week of playing, and to sum up, an addictive cartridge

but I'd definitely think twice about paying £50 for it.



The Gee Bee is a maneouverable aircraft, but has it got the speed to outrun the others? Use button A to increase your airspeed and L and R to steer



After another brief

Hands up all those of you who've played the awful computerbased version of this arcade game? It's a bit rough don't you think? For those of you

who have absolutely no

idea what the game is about though, you (and a friend in two-player mode) are thrust into a Running Man-style TV game show scenario.



Here you must compete for prizes against hoardes of cybernetic battle droids who are intent upon both removing your limbs and pounding your head into a sticky mess.

Basically the whole thing is a topdown view of a single room where you must run around picking up prizes and



Levels tend to begin sedately and quietly before the carnage really starts heating up

blasting the living daylights out of every type of bad guy imaginable.

Once you've managed to clear a room you must move onto the next one in the complex, until you eventually reach the enormous end-of-level guardian who must be obliterated before you're allowed to leave the show.

Sounds simple doesn't it? But there are a few problems! For a start the cybernetic bad guys don't just stroll in, shout BOO! and run away.

No, they run in, ooh, about 100 or so at a time and then proceed to beat you repeatedly about the head with very large baseball bats.

### **BOLT ON DOOBRIES**

Alternatively they'll jump into a tank and shoot very large missiles at you, or, if they're feeling really mean you'll get 30 or so homing robots who chase you around the room!

All is not against you though! Not only do you get the chance to pick up dosh and VCR's as you're battling through the rooms, but you also occasionally run into some rather splendid weapons which make things a bit more exciting.



Photon guns, grenade launchers missile launchers and force fields are all available at some point and will all make the removal of troublesome thugs and vagabonds considerably easier.

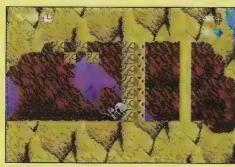
These arms are especially useful when you're battling it out with one of the four incredibly huge end-ofshow guardians who



Kid Chameleon is the coolest kid on the block, apart from me of course! In fact, he's so cool you could pour water

could pour water down his trousers and ice cubes would fall by his shoes!

Anyway, the local arcade is the centre of attention, as a new hologram game is promising youngsters the ride of their lives.



The berserker freaks out and charges at the nearest wall. Thanks to his hard head, he'll break it down

The machine will take them to another dimension, but the game is too real for its own good.

### IMMENSE!

The ever so nasty Dark Destroyer has managed to break free of the game, and is kidnapping the players when they enter the machine. So far every contestant has failed to beat the Dark Destroyer, but Kid Chameleon will have to defeat the beastie and get home by 6.30, or face the wrath of his mother.

> Kid Chameleon is very much based around the two console classics, Mario and Sonic. Put simply, Kid is a platform romp of immense proportions, that includes hundreds of foul enemies and a ton of bonuses with which to defeat them.

> Set over 103 huge stages, the game spans more than 1850 screens. You must work your way



As the Iron Knight, you can climb walls by repeatedly tapping button C

to the lair of the Elsewhere Evilmeister, but there's more than one route if you use the teleporters.

The game starts in Warrior Pass, which consists of nine sections, which divide further into two or three sectors each. Next is Dragon Fate, followed by Black Perils and Chaos Maze.

The last stage is the Final Marathon, and if you manage to battle your way across Blizzard Mountain and through the Ice God's caverns, you still won't be prepared for what's next. Button A is used to make the Kid run, while pressing B will make him jump. C is left to activate for the special power, which depends on the helmet you're currently wearing.





take an absolute age to destroy, believe me!

> Those of you with a particularly good memory, or those of you who appreciate the classics, will doubtless find some similarity between Smash TV and the Williams stonker of an arcade game Robotron.

> > Indeed, the screen layout and

The helmets appear frequently throughout the game, changing Kid into a more powerful Warrior.

The knight helmet allows Kid to scale vertical surfaces

while the skull transforms him into a tank which can blow away the enemy with its deadly skull cannon.

### **DON YOUR HELMET**

Collecting the samural helmet will award Kid with ninja skills and a vicious katana sword, while the winged hat grants him the ability to fly like a cyclone. The is

skycutter skateboard headgear which places a hoverboard at the Kid's disposal, while the hockey mask transforms him into a Jasonesque maniac.

The beserker can charge through solid walls, while Micromax can stick to walls and EyeClops has the ability to reveal hidden bonuses.



hectic gameplay is very similar to that of the ageing classic. Fans of the no-holdsbarred backs against the wall zap'em-up will love it!

Admittedly, not a great deal of mental dexterity is required. In fact it requires virtually zero thought whatsoever! You do need fast reactions and an itchy trigger finger though!

### **FINAL VERDICT**

After seeing the awful Amiga and ST version of this game I was concerned as to how the Famicom version would fare.

Thankfully I can quite honestly say that Acclaim have produced a faithfully accurate arcade conversion which should have all you shoot'em-up fans going crackers.

Definitely worth checking out. especially if you've played the arcade game. The similarity is startling!

Although the game does not use a password system to restore your game to a certain point, you can increase the amount of continues you have by collecting coins

> Lives can also be picked up in the form of Ankhs, while the diamonds collected can be used as a type of deadly smart bomb.

OK, OK, I know the game's a blatant rip-off of Sonic and Mario, but who's cares if it's great? Kid Chameleon is simply that, a great platform game for the Mega Drive.

It may not be as graphically impressive as Sonic, but it's filled with neat touches and improves on Sonic's downfall, namely its lasting appeal, because there's 103 levels!

To sum up, Kid Chameleon is an excellent platform romp that looks good, sounds good and plays well - what more could you want?



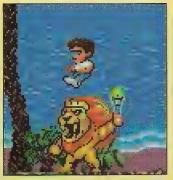


pig to kill. Not only do you have once his head has been removed... it grows back!!!





If you can collect the skull icon, you'll transform the Kid into a thundering tank which can blast away enemies with it's powerful cannon



The island of the lions is crawling with huge wild cats. Forget their gaping jaws, watch out for the magic staff



To scale heights the Kid can either climb the surfaces, use the lifts or fly up as the Cyclone warrior



Contra III is a Midnight Resistancesque game, featuring two rock hard soldiers, a mass of alien scumbags and a bunch of grotesque guardians that make the elephant

man look like Julia Roberts.

50

In this hectic shoot'em-up, the faster you can fire, the longer you'll live. Starting with the standard issue assault rifle, you can soon build your oun into

build your gun into something with more punch.

By destroying the power-pods that hover above, you can collect one of seven weapons. The scatter-gun sprays bullets out in five directions, the flame-

thrower incinerates any nearby enemies and the laser rips the scum in half. Homing missiles are perhaps one of the most useful weapons, while the shells are equally devastating.

The last two power-ups are extremely handy, one a shield that offers temporary invincibility, the other a high explosive smart bomb.

The first scene is viewed from the side, and using the D-pad you must run for your life to the right. Button Y fires your gun, and B is used to jump.

### **MUTANT TURTLE**

A detonates one of your smart bombs, while holding both the left and right buttons at the same time sends your warrior into a manic death-spasm, spinning and sending bullets shooting out in all directions.

Your soldier can climb sheer faces and hang from iron girders, and at the same fire his gun.



You're dropped into the middle of the action clinging to a cruise missile. Below, the final guardian rests in peace, or does it?



Stage two, and you view the action from overhead. Using the left and right buttons to rotate, destroy the turret



While clinging to the side with your fingernails, you let rip with your cannon. The robot flinches and retaliates with a ball of fire

Having beaten the heavy-breathing turtle that protects the end of level one, the perspective changes as you drop down to the next combat scene.

Stages two and five are watched from above, in a Rotox-style section.

Using the left and right buttons to rotate your soldier, you must collect the five power-ups in order to beam out to the next level.

A steel mill is the next setting, when the two battle buddles are ambushed by a huge robot that entraps them between its legs!?!

### **ULTIMATE NIGHTMARE**

The fourth stage is a super-fast motorcycle ride when you must ride your hover-bike through a tunnel filled with biker thugs, then leap up to grab hold of a helicopter which whisks you away.

Soon you're attacked by a Rocketeer robot, then you must jump from the chopper and cling for dear life onto a cruise missile! You're approached



Just when you thought you'd completed level one, the scene

is set ablaze by two napaim shells



Yeah, this is more like it, a tank!

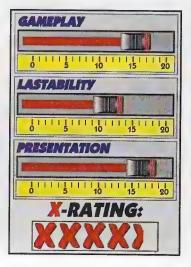
by a huge flying craft, whose engines you must destroy and avoid its fire by jumping from missile to missile.

No sooner are you out of one hostile situation than you're in the next, it's another overhead power-up retrieval game like stage two.

You will finally confront the ultimate nightmare on stage six, which is heavily inspired by Giger's Alien.

Personally I thought Super Contra III was tremendous fun, and is one of the best Famicom blasts in a long time. It may not be the most original cartridge around, but it uses more than one style of game to great effect, and is graphically and sonically outstanding.

If you want to experience an enthralling shoot'em-up for the Super Famicom, save up your pennies and sample the delights Super Contra III.





The Terminator

"I want to see Sarah Connor... I'm a friend. I'll be back!" The cold, guttural voice of the Terminator. Then, nice as pie, he drives a Chevrolet into the police station and annihilates everyone.

Schwarzenegger's portrayal of the unfeeling, unstoppable cyborg has turned the Terminator into one of the biggest box office smashes of all time – and they say he can't act for toffee!

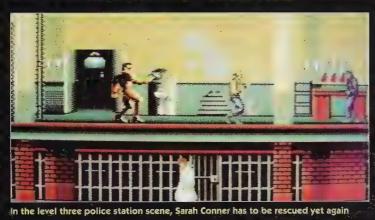
Inevitably, there have been numerous game incarnations of Terminator 2 on various formats, and Bethusda Softworks even published an arcade adventure for the PC, in which you controlled either the T-800 or Reece and must destroy the other.

### МИСН МАУНЕМ

Virgin Games is publishing a game based on the first film, where we discover, through various time leaps, that useless diner waitress Sarah Connor is the most important factor in the future of the world, because she becomes the mother of the rebellion leader John Connor.

You play Kyle Reece, one of John Conner's most loyal rebel soldiers (and his dad as it happens – ah, the wonders of time travel!)

8844858





Developed by Probe Software, of Outrun and Turtles fame, it attempts to follow the film by depicting certain action sequences and transforming them into gameplay. It has to be said that there's an awful lot of bloodletting in the game, usually as the result of horizontalscrolling fisticuffs and blasting with various weaponry. But the game is actually split up by certain individual missions.

The first task is to blow up reactors by setting bombs and detonating them. But Terminators of all shapes and sizes are bent on one thing, and that is to eliminate you.

With machine guns and explosives you've got to cause



as much mayhem as is necessary.

The first stage sees you as Reece trying to penetrate SkyNet, where the timedisplacement machine stands.

He must first avoid the towering HKs (Hunter Killers), before entering the complex.

Inside, Reece will be swamped by Terminators, and only skill and courage will allow him to battle through to the Time Machine.

### **DOWNTOWN LA**

The second stage takes place back in the 20th Century, and you must guide the only hope for Sarah Conner through the dark LA streets, dodging the cops that try to gun you down.

At the police station, where Sarah Conner is being held, Reece must rescue her before she's shredded by the Terminator.

The action is non-stop with Reece blasting various cyborgs, planting bombs and causing mayhem, culminating in an all-out struggle for survival as you protect Sarah Connor from elimination.

Like the movie, it's flash and violent, with plenty of mind-boggling effects and non-stop action.

To be released on Sega 8 and 16-bit with a Game Gear version expected during late summer.

As Kyle Reece, you must avoid the police and local vigilantes to get to the Tech Noir bar in time to rescue Sarah Conner



In level one, you have to go underground to reach the time displacement system

14

12TH-18TH MARCH 1992 GAMES-X 27

**Ultimate in Consoles** 



ROBO ARMY 1135 93



### SOFTWARE TITLES

Alpha Mission135.99	League
Baseball89.99	Magicia
Blues Journey135.99	Nam '75
2020 Super Baseball 89.99	Ninja Co
Cross Swords139.99	Riding F
Cyberlip120.99	-
Eightman139.99	Robo Ar
Fatal Fury139.99	Sengoki
Football Frenzy139.99	Thrash F
Ghost Pilot	Top Play

	<u>E IIILEJ</u>
99	League Bowling110.99
99	Magician Lord 120.99
99	Nam '75120.99
99 99	Ninja Combat120.99
99 99	Riding Hero139.99
99	Robo Army135.99
99	Sengoku135.99
99	Thrash Rally135.99
99	Top Players Golf139.99





**3 Woodland House,** 

Woodland Road.

New Southgate, London, N11 1PN

### SATURN 081 368-2701 SOFTWARF



# The Sales Curve Limited

Is seeking candidates to expand its console development team with positions available for Graphic Artists, Programmers and Musicians to work on the Nintendo range of consoles, S-NES, NES and GameBoy.

We are also interested in hearing from applicants with part completed games or designs.

All applications should include current C.V detailing any relevant experience as well as samples of previous work and should be addressed to:



Yet another day, yet another tips page intro, yet another bit of text that you probably don't read think I must be going down with a bout of paranoia, things are getting a tad quiet here at: Tip-X, Games-X, Europa House, Adlington Park, Macclesfield Sk10 4NP. Maybe you could all cheer me up by sending in some luverly letters?

- DOMARK

When your opponent reaches

third base, keep the joystick

held to the left, hold down shift

and press fire. Old matey

chops should now be hit out. It

works, believe me!

Don't tell me some of you actually bought this abysmal excuse for a game? It's a bit rough 'innit? Never mind though, I'm sure those of you that did are finding it a bit tedious and would therefore like a cheat... All you have to do is type

ORDILOGICUS when you see the picture of the dragon. Also, if you press [Return] you'll skip levels! Thanks to Tony Coleman from Bucks for those.

## POPULOUS - ELECTRONIC ARTS

I'm far too good to you aren't I? I mean! All these Populous II codes I keep giving you - just incredible or what?

> LEVEL 502: IIHOAT LEVEL 520: OPQU LEVEL 540; DDLOAG LEVEL 560: PEITAK LEVEL 580: OMAGAC **LEVEL 599: SIWOAF** LEVEL 621: UPGHAT LEVEL 639: THEMAB

LEVEL 660: NGPEAB LEVEL 680: AJACAT LEVEL 700: INCCAK LEVEL 723: NESOAB LEVEL 740: ADIS LEVEL 761: NEJI LEVEL 782: UGHOO

That's enough of that! These codes are far too boring to spend hours typing in... More next week.

# RUBICON C - 21ST CENTURY

Big Unc, as Brian is now unceremoniously known within the pages of this glorious tome, has recently stumbled across a rather splendid cheat for that distinctive little game from those 21st Century chappies.

All you have to do is pause the game and press the asterisk on your keyboard. A message will tell you that the cheat mode is activated, and you'll be rewarded with infinite lives.



# UNDER PRESSUR K – ELECTRONIC ZOO

BASEBALL

Nice graphics, shame about the distinct lack of gameplay eh? Well, according to John Thomas (surely not???!) from Middlesborough, if you type GRYMALKIN on the Amiga version you can skip levels by pressing F1 and gain extra weapons by using the numeric keys.

As chance would have it, a letter from Badvoc the Almightily Pungent from Chelmsford also reveals that a similar effect can be attained on the ST by typing OCCAI

# CE TEST J - ACCOLADE

Try typing GAS to make your car whizz to... guess where? Now, you don't possibly think that it could be the gas station do vou?

Geoff Crammond has done a cracking job in translating the 16 circuits of the high-speed world of the Grand Prix driver. Now it's time to guide you around an entire season's racing ...





If you think Phoenix is demanding, then you won't like this track at all. Almost every corner is a slow one, the worst being a hairpin left-hander, although there are a couple of exceptions. The two prime passing sections are under the tunnel and the start straight

### **RACE FIVE - CANADIAN GRAND PRIX - CIRCUIT: MONTREAL**





Don't be put off this circuit by the amount of corners; they are fast ones for the main part and can be taken quickly. However, there are two very tight corners, one at either end of the track, which have to be taken very slowly indeed. There are plenty of passing sections around



### **RACE SEVEN - FRENCH GRAND PRIX - CIRCUIT: MAGNY-COURS**



This is a very long track with a fast back section but you'll have to be vigilant of a few chicanes that keep your speed down a bit. Moreover, there are a couple of very tight corners, one leading into the finish straight. The pits are slightly deceiving and can be entered by accident, so be warned!





Elvira, mistress of the dark and owner of one of the most famous cleavages on both TV and film. Can you help her in her mission to claim the throne of Transylvania?



# POWER

As you indoubtedly know from your wise reading of the instruction booklet, the weapons come in three forms. The dagger, which does one point of damage; the star, which does two points of damage; and the torch which does – guess what? – three points of damage. Once you have hold of the torches try to power up the weapon to the fifth level. Avoid lower level weapon icons because you will automatically revert to the lowest power of a weaker item

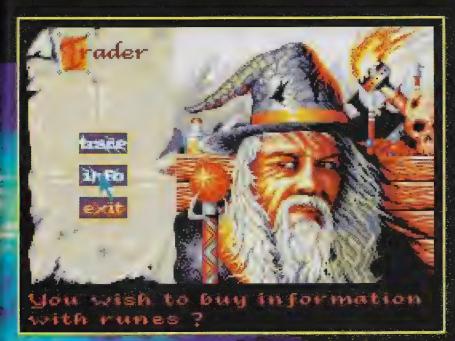
After many of your encounters with the numerous bad guys that roam around the landscape, you will be in need of rejuvenation. The route guide arrows should eventually lead you to these crucifixes. Remember the locations and try to return there if you encounter one of the larger obstacles (such as the volcances or ogres)

# MAGIC



More often than not you will only come across one of each type of spell in each world. The untimed spells can obviously be used as much as you want, but the timed spells are intended for single sections.

For example, the shield is to be used when you find two volcances spitting lava into the air. You will also find fire repellents, lightning and feather fall. Use each wisely and read page six in the manual for a description of how each works





Using the trader is a vital point of strategy within the game. Ensure that any trading you do is with items of use in the world that you are currently in.

If you are holding a spell, you may wish to trade it for one of those described in the game manual on pages five and six. In the fire world for example, you may wish to obtain a fire resistance spell.

It is possible to barter with the trader for information, but any offers that are too low will result in him getting all stroppy and buggering off

# COMBAT

Each of the three worlds spans a vast area, but to guide you through each section the direction arrows will show you where to go.

Very often one will lead you to a dead end – when this happens, there is an object, such as a key or treasure chest, which must be collected before the door will open







Obviously, a large part of Elvira's time in the three kingdoms will involve a considerable amount of combat. Many creatures will fall to just one or two shots, but there are several when you move deeper that require a degree of strategy.

The ogres shown here are one of the toughest enemies, but they are easily destroyed by standing so they are on the edge of the screen. Fire as quickly as possible and try to destroy any boulders







Each world is filled with hazards so beware of some of the following: Collapsing bridges Deep pits

Fireball-spitting portals

However, one of the least obvious that you will encounter is the pressure pad operated wall. At first glance there appear to be only two pads (the silvery grey stones) – one to open the door and one to shut it. However, behind the wall there is a third which will close the door again, locking you in.

Don't be tempted by the goodies you see. Just move on by

# **CLASSIFIED ADVERTS**

This is where you can make some cash and give other readers a chance for a bargain by advertising any bits and bobs, consoles, computers, etc. that you don't need or want any more. We do not accept adverts for software formats (sales or

swaps) that are copyable - that means disks and cassettes, and no trade ads either!

### AMSTRAD

• Only £280! Amstrad CPC464 with colour monitor, disk drive, memory upgrade, mouse, multiface, joystick and £400 of tape and disk software including 220 games. Worth £1500. F.G.C. Phone (0254) 823012 (Lancashire)

 Amstrad CPC6128 colour monitor, disk drive, joystick, loads of games + more £300 ono. Also: Amstrad CPC464 green monitor, TV modulator + more Only £150 ono. Collect from Southend area. (0702) 291769.

### ATARI

• Lynx II for sale. Includes PSU and game. VGC. Will sell for £100 or swap for Game Gear with game (Sonic if poss.) Contact Chris on (0257) 275108 after 6pm.

• Atari 520 STFM Discovery Pack. Mouse, joystick, original games, brand new, mint condition. Was £350, only £200. Must sell quickly. If interested ring Mark on (0525) 370265. Thank you.

• Atari 1Mb 520 STE Turbo Pack for sale. 6 months old + games + mags. Sell for £250. Boxed as new. Phone Matthew between 4pm and 6pm (0703) 892682 on weekdays.

• Blue Lightning & Paperboy for the lynx. £20 each plus postage & packing. Phone Michael on (0274) 591261.

• Atari Lynx - inc. power supply, Comlynx cable, California Games, Rygar, Roadblasters. Still boxed. VGC. Cost new £190, bargain at only £115 ono. Tel: (0924) 823678. May swap for Game Boy + games/cash.

• Atari 2600. Must gol 5 games inc. Pole Position, Tomcat, worth £90, sell for £65 ono. Phone James on (0752) 493115 Mon-Fri 5pm-9pm (plus p&p).

• Atari 520 STE upgraded to 1040 STE with Turbo Pack. Second 3.5" disk drive, manuals. All boxed £300. no offers. Telephone Swindon (0793) 726957.

• Atari 520 STFM, 2 joysticks, 1 mouse, games and magazines. Boxed and only 2 months old. Mint condition £210. Tel: Khal on (041) 427-4873 after 6pm.

• Atari 65XE with games worth £650. Tape recorder, 3 joysticks, good condition. Still boxed. Worth £175, sell £75. Tel: (081) 857-5042 after 6:30pm.

 Atari Lynx with PSU + five games inc. Warlords, Klax, Gauntlet, superb condition. Any trial welcome. Only £100.
 Phone (09887) 352 after 4pm and ask for Rubin.

Address .....

Name.....

### COMMODORE

• For sale, Commodore 64. New version. Light Fantastic with over 150 games including Speedball II, Rainbow Collection, Premier Collection etc. tape recorder, joystick. If interested, ring after 5pm on (081) 888-8232. £130.

• Commodore CDTV, 3 weeks old, Hutchinson's Encyclopedia, Lemmings, Welcome Disk, two music disks, some Amiga games. All new. Bought from Dixons, unwanted gift. Only £425. Tel: (071) 831-3528. Bargain!

• C64, 6 months old. Over £150 of software, tapes and carts. Boxed, perfect condition. Great value at £150 or swap/part exchange for Megadrive. Phone (0244) 533568 after 4pm.

• For sale. Amiga 500. 1 meg, two joysticks plus boxed, original games. Only £250. Phone (081) 550-6000.

• C64 for sale, 1541 disk drive, dot matrix printer, MkVI Action Replay cartridge, business software over £250 of games on disk. Cassette recorder, joysticks, all boxed. Worth over £600, sell for £300. Phone (0532) 720828.

### NAY DATE COM

• Supra Modem 2400 baud with PSU manual and RS-232 lead. Hardly used, still boxed. Only £90! Phone Paul on (081) 657-5610.

• Quantum 85 megabyte hard drive, Gesoft host adaptor, PSU, leads, software to suit all ST's (please note above not cased) Hence £250. No offers. Swindon (0793) 726957.

• Amiga external disk drive only £40 (Cumana) Casio V28M midi module £180. Yamaha Clavinova, electric piano, full size £700. (0689) 857653 (Orpington)

• Yamaha keyboard for sale £55 ono. If interested write to: CSZ, 32 Riverside Crescent, Holmes Chapel, nr Crewe, Cheshire. CW4 7NR. Excellent condition only used twice, unwanted gift.

### MSX

 For Sale. MSX computer with manuals, games and cables. Cost £240, but will self for £30. VG condition. Phone (0253) 393868 after 5pm.

### NEO-GEO

• Neo-Geo SCART, English, 5 games, ASOII King Monster, Memory card, 2 joysticks, must be seen. £550. No box. Bill, 36 Winyates Centre, Redditch. B98 0NR. No offers.

STREETS STOL

• Game Boy, five games, game Light, Magnifier, CaseBoy. Worth £225, will sell for £184 or swap for Game Gear with TV tuner + games. Phone (0473) 601127 after 4pm.

 Super Famicom SCART, 4 months old, 6 games, Ghouls'n'Ghosts, Golf, Jerry boy, Darius, Adventure Island, Mario. Swap for Neo-Geo plus 3 games. Tel: (0782) 811506.

• Nintendo Super Famicom (SCART), including one game, Actraiser. Only 5 months old. Still in box, excellent condition. £165. Genuine reason for sale. Tel: (0245) 76607 after 6pm and ask for Franc.

• Famicom with Super R-Type and Gradius £180. PC Engine and eight games £150 (boxed) Both SCART. Or swap both for SCART Neo-Geo with at least two games (0423) 562947.

• Game Boy, two games, Tetris, Battletoads. Two months old, still boxed £50. Phone Graham after 7pm (081) 668-2013 (Purley, Surrey)

• For Sale, Nintendo Game Boy plus 4 games - WWF, Super Mario, Gremlins 2, Tetris. Plus headphones and 2 player linkup. Boxed, all new at Xmas. £120. Phone (0993) 883335 after 5pm.

• Game Boy with Tetris, Super Mario, Burai Fighter, WWF and accessories. Altogether worth £150, sell for £100. Phone Julian on (0978) 842851 after 4pm.

 Game Boy for sale, 9 games, mains adaptor, Light, magnifier, amplifier, carry case, cost £310 - sell for £180 - or swap for NES or C64 with games. Phone (0376) 520272 Stuart (Essex)

• Game Boy for sale! Good condition, stereo headphones + 2 player lead. Sell for £60. Phone (0698) 59974.

• Game Boy, 6 games including R-Type, Turtles, carry case, mains adaptor and recharger. All leads and headphones, boxed with receipts, good condition. Only £140 ono. Phone (051) 531-9035.

• For sale, Sharp 4501A laptop PC, double disk drive with DOS. 3.5"disk. £300 ono. Tel: (0270) 60168.

• PC. 640k, black & white monitor, 5.25 inch disk drive, software and games, Digimouse controller board and clock board. Brilliant sound, volume control. Bargain at £350. Worth £600+. 21 Trinity Rise, Penton, Mewsey, Andover, Hants.

### 7 - YAA

• Sam Coupe computer plus Epson printer, disk drive, joystick, 80 disks, TV, various disk boxes and computer desk. Lots more! Worth £500 sell £320. Ring Paul on (0952) 200113.

### SEGA

• Sega Mega Drive complete with Sonic the Hedgehog and all leads, joypad, PSU etc. 11 months guarantee. £100 including delivery. Ring Phil Brady (0709) 364494 between 8:30am and 5pm.

• Mega-CD and Mega Drive with Heavy Nova and all original equipment. Will work on PAI or SCART. Still boxed. £500. Also Famicom SCART with Mario 4. Still boxed (081) 641-2729 evenings only.

• £240! Mega Drive UK complete with joypad, arcade power stick, 8 games inc. F22, Sonic the Hedgehog and Ghouls'n'Ghosts. Everything boxed as new complete with instructions. Phone Phil on (021) 421-7545.

• Mega Drive carts (Jap) new and unopened Dick Tracy £17, Sonic £24, Spiderman £16. Will sell or swap. Phone Graham (0706) 341272 also Jap converter £10.

• Mega Drive games: XDR (fast arcade action) £15, Moonwalker £17, Jap converter £9. All brand new and boxed. Ring Graham on Rochdale (0706) 341272.

 Sega Master System Plus in mint condition with seven games. £150. Call (0236) 769886 between 5 and 9pm. Ask for David. Must collect.

• Sega Master System with two control pads and Light Phazer and three games. Mickey Mouse, Operation Wolf and Double Dragon. £100. open to offers. Contact Dave on (0565) 873453.

• For sale, Sega Game Gear, four games inc. Shinobi, AC adaptor, £140 ono. Phone (0634) 379390.

• Game Gear Ninja Gaiden game for sale. Brand new £20. Phone Dave on Bolton (0204) 55887.

### SINCLAIR

 Spectrum +3, boxed, joystick. Approx £100 disk/tape software including tape to disk software. Instruction books + 25 mags. £160 ono. Phone (0663) 733412. Andrew after 6pm.

• Spectrum +2A, still boxed. 30+ mags + games. 1 year old. Excellent condition, £150 ono. Tel: (051) 920-5684.

• Spectrum 128 +2, boxed, joystick, nearly 200 games inc. Shadow of the Beast and 3D Construction Kit. £100 ono. Call (051) 688-5681 after school. Ask for Chris.

 128k Spectrum with light gun, joystick and 78 games. Bargain £100 worth £180. Tel (0253) 872889 (Fleetwood) and ask for Damian.

### WANTED/SWAPS

• SWAP: Have Amiga 500 plus games and external disk drive worth £800. Need decent keyboard, monitor and printer for serious programming. Phone David (0734) 461079 after 6pm.

• WANTED: Neo-Geo games. I will buy your unwanted games at good prices. Phone David (0924) 402244. Also swaps.

• WANTED: Commodore 64 cassettes for money. I'll give full price. Tel: (0253) 895230 ask for Paul.

• SWAP: my Mickey Mouse for your Donald Duck or Spiderman or any other decent game. Must be in good condition. If interested, call Mark on (071) 720-3545.

• WANTED: Nintendo Super Famicom games. Will pay good price. Ring (081) 571-5809 after 4pm.

• WANTED: I am in desperate need for Game Gear games. Especially Sonic or Mickey Mouse. Will pay up to £14. Phone Luke on (081) 504-5669 after 5pm.

• WANTED: Golf and Super Marioland for Nintendo GameBoy. Will pay £10 each. Please contact (091) 259-5702. Mr D Brown, 2 Ashfield Grove, North Shields, Tyneside.

• WANTED: games for Game Boy. Tel: (031) 447-7239 after 6pm.

• SWAP: my Atari Lynx, 2 games, batteries, sun visor, all boxed, excellent condition, for Game Gear and 2 games. Phone Kevin (Cardiff) (0222) 733784.

• SWAP: Electrocop for another Lynx game. Will sell Gates of Zendecon on the Lynx for £15 (or trade with Prince records, CD's, Picture disks etc.) Ring (0237) 477365

• SWAP: C64 computer with over 150 games, lightgun, joysticks, tape loader etc. for NES or Sega Master System. (0279) 411464.

• SWAP: Amstrad CPC464 with colour monitor, lots of games tapes and disks worth total £225 for a Lynx 2 with games and mains adaptor + cash adjustment. Phone Farnborough (0252) 524830 after 6pm.

• WANTED: 512k upgrade for A500. £5 waiting. Anything taken Worcester/ Hereford area only will collect. Must be working. Call Brendan on (0886) 21797 after 6pm (not on Wednesdays)

Post code Post to: Games-X Classifieds, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP. 46

.....

### FERRY ME HOME

How are you doin'? You've got to help me man, I'm stuck on the game Knightmare on level three, Quest of the Sword. I've gone down the well and I can't handle what that damn chap on the boat does. What does he want? Where can I find it? So be cool and help my vibes to vibe again.

PS What a great mag. See ya! PPS Is Black Crypt coming out on the ST? Peace Lovingly, R Clark, Colchester.

**HOLY X:** You know the old story about paying the ferryman over the River Styx, well this is a slight deviation from the norm. You've got to pelt the sucker with a coin. Easyl Well, this isn't just an average 10 bob, it's obtained by throwing the funnystick at the jester.



Here we see the boat beggar. Simply throw him the coin and he'll be happy – bruised, but happy

The jester is past the fire room beyond the oracle which says 'hunt for gold'. Look for the two switches on the wall of the chamber, activate a pad and press another switch. You'll find another chamber where you see the jester chappy.

As for Black Crypt coming out on the ST. I could say "Yes it is", but I'd be wrong.

### **NO LAFFING MATTER**

Please can you help me on Leisure Suit Larry 5? Every time I play this brilliant game I get stuck. I head into the office of Silas Scruemall and then he gives me the dummy pocket protector.

The game goes onto a password screen where it says, 'Please type in the password exactly as you typed it'. It is here where I don't know what to do. I have read all of the documentation but I've found nothing about a password.

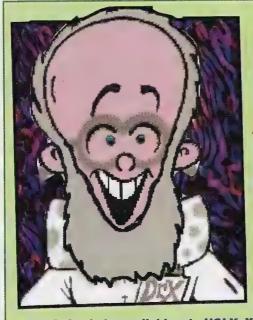
Jonathon Smiles, Lerwick.

HOLYMACARONI X: Your actual predicament, my son, isn't really part of the game as I recall. The general consensus around the biessed GX office is that the



The Games-X pyscho, Scoop, knows what it's like to cock up passwords. He imagines he's a ninja and then smashes the computer. He has sworn fealty to me, the great one, and is wearing the kinky green headband of that sect

actual password screen is for saving the game. A password thus allowing only yourself to have access to the files and no other sponger wanting a ride on your





A nd lo! He appeared in the clouds, borne by angels. Bells rang, trumpets blared and a choir of nightingales added sweet noise to the cacophony. The meek below grovelled in the dust, their prayers answered. Here he stood, at last. "QUIET!" He boomed. This they did, with the exception of someone asking for a T-shirt. "STOP THIS! I'M BLOODY WELL SICK OF INCENSE. WRITE TO ME INSTEAD." And so it came to pass, if you need the great "Games-X, Europa House, Adlington

one's help, he's available at: HOLY X, Games-X, Europa House, Adlington Pearly Gates Park, Macclesfield-by-Purgatory SK10 4NP.

success. Try reinstalling the game, setting your own password for saving the game and don't forget to use the camera.

### IN A TIZZY WITH DIZZY My sister and I are having trouble with the

My sister and I are having trouble with the games Magicland Dizzy and Fantasy World Dizzy. Could you help us?

In Magicland Dizzy we can free most of the yolk folk except Dozy and Grand Dizzy. We get to the point where we can't get any further and we've done all we can and we need to know how to get past the volcano and the rat down the well.

In Fantasy World Dizzy we can get past the dragon but don't know what to do. We think we have to use the lifts maybe? Reading from an earlier episode of your brilliant mag, we read that perhaps you have to use the keys?

Please! Please!! Please!!! Help us, it would be very much appreciated, from your devoted fans.

Jenny and Eleanor Gosnell, Some place in the great scheme of things.

**HOLYISH X:** Well stone me. it's a jolly good job I know the answers to your Dizzy queries or I'd really have egg on my face. Unlikely, but such is the burden of knowing ali, including your little secret Jenny. I know...

Rescue Dozy by lighting the candle and rubbing the lamp three times. To get Great Dizzy, you'll have to wait a wee while. Use the pipes to get past the rat and collect the sticky stuff which you can't drop. Take excalibur and jump past the mirror. Easy really.

The lifts are the key, and the keys are of use. Each lift requires a certain key in the correct combination. Have a tinker around yourself.

### CHEAT CHEEK

I buy your magazine weekly and think it's the best computer magazine available. Let's get straight to the point, I'll do you a deal. I'll give you cheats for Fantasy World Dizzy, Pit Fighter, Rainbow Island, Prince of Persia and Lemmings In exchange for the First Samurai. All cheats are for the Amiga.

PS Why is your address nearly the same as



Here we see a nice picture of the Amiga and ST Action 'office' – notice how no one is around? Not much action? Typical, they're just a bunch of wasters unlike us marathon men/women in *Games-X* who battle week in, week out to produce a mag of mystical proportions

the Amiga Action address? Gary Smith, Hertford.

**HOLIERTHANTHOU X:** In times gone past, I'd have a nice bolt of lightning come from the skies to frazzle your hair for such blasphemy. How dare you approach me with cheats. You know how I hate them. Horrible, horrible, horrible things. BAN CHEATS!

Well observed Gary! Yes those rabblekinder action people are in the next office. I say 'next office' loosely, a couple of partition boards strung up.

### PAST THE DEADLINE

I'm stuck in the Infocom text adventure, Deadline. I've got to the point whereby I know those who did it but I just cannot arrest both of them at the same point.

I've completed the game, but I'm Instructed that there's a better way. I know that I need to get the two together someplace, but where? Theresa Campbell, Maldenhead.

**HOLYFATHER X:** I can tell you immediately where to arrest the two characters. I played the game many, many years ago and believe you me I've forgotten the names which you so kindly forgot to include. Dunbar, I believe, is one.

Simply, with the verbal, material and clinical evidence, hide behind the shed. You'll then be able to confront the villains and you can tuck yourself in, safe in the knowledge that you've actually completed one of the classic adventure games.





		SERVICE!! Large stock of games g systems Famicom C Engine of sale please ring change your offware for a	NECOCECC Official UK Stock Neo PAL/SCART All leads inc. £269.9! Software (UK) Burning Fight. £89.9! 2020 Baseball£89.9! 2020 Baseball£89.9! Baseball Stars£89.9! King of Masters£89.9! Fatal Fury£127.9! Football Frenzy£129.9! Just a selection - Every title available	
8 8 2 2 2	WANTED MEGADRI NEO-GEOS, & S PHONE FOR 4	VE, FAMICOMS. OF EWARD	All cheques & P.O. payable to: M. Conacher	
	MEGADRIVE	EPVE A GAME!! NEO-GEO	JOIN NOW! FR 21 Reens Cres Penzance, Corn	EE MEMBERSHIP

# ER NOTICEBOARD







mes Power (UK), PO Box 418, Manchester. M60 3BY. Calls cost 36p per min. cheap rate, 48p per min. at all other times



4

chance to win six games of your choice and a JB King joystick. Just **Banswer 3** questions & send your answers on a postcard, to the address given at the end of the message. Call

0898 662 5

TRANSPORT OF STREET

alls charged of depresentation rate and Apply in an all other



answer 3 questions and send



REPAIRS 2 SPARES ...to all makes of **Computers and** Consoles. If you've broken your machine, don't just leave it in the cupboard, you'd be surprised at how cheap it is to repair. Give us a call now to discuss your problem. WE ALSO STOCK & SELL A WIDE RANGE OF COMPUTERS

CALL NOW SHAROW ELECTRONICS 0765 607887 Freepost LS2842, Ripon, N. Yorks, HG4 1BR



🏠 TAROT 🏠 TAROT 🎲 The first working Tarot deck for the Atari ST. Discover your destiny. 3 variations of readings,

all in full colour graphics! Runs in 512k! Introductory price £9.95 (UK add £1 P&P, Europe add £2.50 P&P)

Send cheques/P.O.'s to: Dream Promotions No.3 Woodside Road, Walsall, West Midlands, WS5 3LS



Games/Consoles wanted for cash or exchange, also vast selection on sale **NOTHING REFUSED !** Bring or send by post with SAE for cash to: 64 Notting Hill Gate, London, W11 Tel: (071) 221-1949

To advertise on these pages call Steve Darragh on 0625 850874

## ALSO-RANS **KIXX £7.99** OUT NOW 16-BIT

System 3 games are always classics on the C64 machines but sadly none of them reach the Amiga in such an impressive state.

This is a prime example. There are some good touches but they can't hide what is definitely a mediocre game.

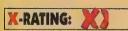
X-RATING:

## **MIXX £7.99** OUT NOW 16-BIT

X Out is possibly one of the best shoot'em-ups to grace the Amiga. Sadly this sequel fails to impress as much.



This looks dated verv indeed, even after just over a year! Don't be fooled into buying it just because the original was good.



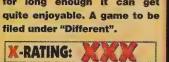
#### NAVY MOVES HIT SQUAD £7.99 **OUT NOW 16-BIT**

A high difficulty level ruins a potentially good game in the sequel to the 8-bit hit, Army **Moves. Graphically impressive** but otherwise not the type of game to play for longer than five minutes at a time.

X-RATING:

#### "S S HIT SQUAD £7.99 OUT NOW 16-BIT

Quite a novel search and shoot puzzler with cute characters represented nicely on screen. If you can play it for long enough it can get





#### CARTOON COLLECTION CODEMASTERS 624.99 OUT SOON 16-BIT hristmas saw the release of the Dizzy

Collection onto 16-bit machines while at the same time the Cartoon Collection was making its debut on the 8-bits.

Now the opportunity arises for ST and Amiga owners to get their hands on five cute games for the price of one.



First off is Slightly Magic, an arcade adventure in which you control an apprentice wizard who is unfortunately locked inside a castle. You have to solve many puzzles to get out and use many spells en route.

Anyone who enjoyed the Dizzy games will get a buzz out of this despite it not being up to the standard of, say, Magicland Dizzy.



CJ's Elephant Antics sees you taking on the not so desirable role of an elephant trying to find his way back home again after being captured by a group of hunters.

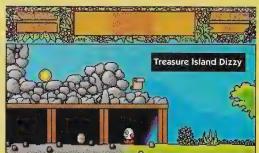
With no puzzles to solve, you engage in allout platform action, armed with a seemingly endless supply of peanuts.

Spike in Transylvania is the worst game in the collection but is still fun to play for a while.



Graphically it isn't all that impressive but the puzzles and humour are enough to keep you going for quite a while.

Treasure Island Dizzy was the first Dizzy release onto the 16-bit machines, and it shows! The puzzles are as you'd expect for a Dizzy game but the whole ensemble is let down by the fact that you are only given one life with which to complete the whole game - it will, because of this, get slightly annoying!



Finally, there's the cream of the collection, Seymour Goes To Hollywood, a previously unreleased adventure through the glamourous world of a movie studio.



In the now famous Dizzy style, Seymour is a fun game to play and the central character is even more appealing than the eggy one himself! For £25 you could do a lot worse and younger enthusiasts will particularly enjoy the games.



Over the last few weeks we've reviewed a fair number of games. Here is a list of the top five you can find...

1. RAINBOW ISLANDS - HIT SQUAD £7.99 2. JAMES POND - GBH £7.99 3. STUNT CAR RACER - KIXX £7.99 4. TURRICAN 2 - KIXX £7.99 5. VENUS THE FLYTRAP - GBH £7.99

## MEGA LO MA UBI SOFT 630.99 OUT SOON 16-BIT

hen Mirrorsoft sadly sank towards the end of last year UBI Soft was wise enough to snap up the rights to two of its finest products.

Now, only a mere three months after the original release, you can obtain both Mega lo Mania and First Samural in the same package.

M Mega lo Mania is by far the best in the recent crop of God sims to appear on the Amiga. Graphically and sonically it is extremely humorous with plenty of sampled speech to grace your ears.

95m.

MEGA

000

1-1

ridiculously easy in the process. With over 26 different islands for you to battle through this is well worth giving up a



onto First Samurai. Now This is basically a platform arcade adventure with beat'em-up roots.

You control a novice Samurai fighter out to avenge the death of his master, the only problem being that the nasty bloke who killed him is now resting many years



This contains what is arguably the best sound of last year, although the speech does sound a bit German. However, there are plenty of sampled swipes and grunts to keep you interested. Not only this but the graphics are also

If you don't own either of these two games, then this is perhaps the best buy you are likely to get this year. At only £5 more than both games cost individually, it is a deal well worth undertaking.



On top of all this it is also very playable, even people like me who couldn't get to grips with Populous will find this pretty plain sailing.

The difficulty level is also perfect, making things neither impossible nor



#### INCE OF PERS **RESPRAY £7.99 OUT NOW 16-BIT**

he rather nasty man Jaffar has kidnapped the king's daughter and plans to wed her within the hour.



Only you, the princess' lover, can stop these evil intentions from coming to bear. There is just one niggling problem though you are trapped in the castle dungeons!

You start the game armed only with your

bare hands so you must find some means, namely a trusty sword, with which to attack Jaffa's henchmen.

The main sprite is one of the most beautifully animated characters in computer history, although when stood still he looks far from impressive.

The game is also a joy to play, sporting 12 levels filled to the brim with guards, puzzles and platforms for you to get past.

The only down point is the similarity in graphics throughout, hardly a hanging offence though! Well worth anyone's money.



Look at	these O	utrageous	s offers!
FROM THE PUBLISHERS			
07		N ZERER U	
low prices. Choose up to	three games per order,	offers that we are able to le and we will despatch them WWHILE STOCKS LAS	to you within 24 hours.
		s are availab dore Amiga f	
		23	
Hostages	Chuck Rock	Metal Mutants	Skidz
		A characteristic state of the s	
BSS Jane Seymour	Horror Zombies	Murder	Pro Tennis
		At administration of the second secon	
Dragon Breath	Lotus Esprit	Shoot 'em Up Kit	NORMAL BY O-BHOT 3- MAY MORTAR BEAM-UP 4-1
Choose 1 game for £7.3		nd save £1) or 3 games for £2 ST AM	21.50 (and save £1.75) ST AM
Hostages Chuck Rock	BSS Jane Seyme    EX    N    Horror Zombies    Murder	Dur	ath
Skidz	Pro Tennis Tour	CRDERING BY POST	
We're here 24 hours a day and despatch your order. Hotline, quoting your name, number and choice of GAM easier! We accept all major	to speedily process Complete t Simply phone our (N.B. Cheque address, credit card E(S) – it couldn't be	the coupon indicating your GAME(S) choice and th ues should be made payable to Europress Interaction Europress Direct, Junction 8 Business Cent Ellesmere Port, South Wirral, LO	ve). Send this coupon to: tre, Rosscilifie Road
MY COMPUTER IS	AN ST 🗌 AN AMIGA		LLL Expires: /
NAME		PATMENT METHOD	
	POSTOODE	Please tick if you DO NOT wish to red	
	ORDERS CALL (	* Subject to availability 051 357 1275 24 HO	URS A DAY!



# BOMBER MAN/ DYNABLASTER

roduced by Hudson Soft back in 1990 for the PC Engine, this is arguably the best game produced for that machine.

Everyone who's played it has become immediately addicted, and now the new versions for home computers include all the best aspects, plus much, much more.

The game Bomber Man comes complete with an add-on dongle to make it playable. This is more than an anti-pirating device, it also adds a further two joystick ports to the existing two, thus allowing a total of five players to play at any one time.

This multi-player option will probably be its main selling point. Set on one screen, your aim is to destroy all the other players in your bid to become the top Bomber man.

You select the number of wins needed, from one to five, and then embark on an orgy of destruction.

The multi-player game has two styles of play; either the normal one where you have to collect the power-up icons and blow up your enemies, or the killer mode.

The only difference lies in the fact that in the latter mode you are offered skull icons in addition to the normal ones. These act in a totally random way, whether it be causing problems for young Bomber Man or speeding you up to an incredible degree.

#### FUN ON YOUR OWN

The one-player mode is completely different insofar as it's not basic unadulterated violence like in the fun times in the multi-player mode, with anything up to five players vying for success.

You need to plan a strategy to destroy all the ghoulies which attack unintelligently on a single or scrolling large screen.

64 levels are there to be explored, each divided into eight distinct parts with the expected end-of-level beastie to destroy after completion of one of the eight sectors.

Power-ups are quite varied and affect the way either your Bomber Man or the bombs act.

You can speed up, be made invulnerable, have massive explosions, leave more than one bomb at a time, and you even have the ability to explode your bombs where and when you wish them to go off.

The French company Ubi Soft will release this classic around the end of April/May for the Amiga, complete with dongle, for the price of £30.99. ST and PC versions will follow suit soon after. A game of two names, Bomber man or Dynablaster, it oozes classic simplicity with incredible addictiveness. One of the world's most playable games, it is being released on the 16-bit computers, the Amiga, ST and PC.







The aim is to kill all the nasties while collecting from a selection of powerups and seeking out the exit



Explaint a femality attach on game ( ) y 191 as good, if not be bes, if an the PC me product The Dark Seed has been written in close collabaration with H R Giger himself. Here we see the man (third from left), surveying the game packaging and -

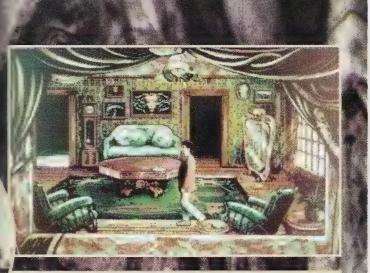
5



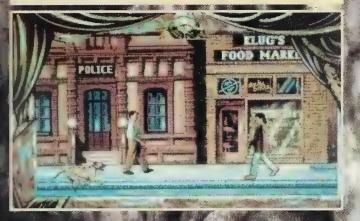
H R Giger's artwork reflects his own very vivid imagination. The image used on the game box is based around his one-time girlfriend who unfortunately shot herself in his living room!



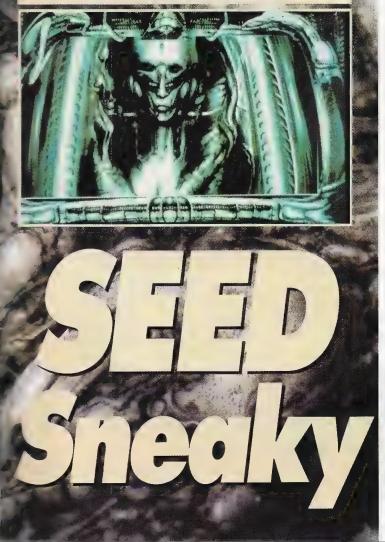
42 GAMES-X 12TH-18TH MARCH 1992



(Below)The normal world is depicted in glorious colour. Here we see our hero, Mike Dawson, en route to the chemist in order to buy some tablets to get rid of his splitting headache



The Alienesque lands in Dark Seed feature the artistry of H R Giger and are depicted in a macabre grey tone. Mike must beware of these areas because the future of both him and the human race depends on his success



Face your worst nightmare as single-handedly you take on a hostile race. Time is against you and you've still got that splitting headache...



ere's a real teaser for you – what have these games got in common: Bard's Tale, Chase HQ, Defender of the Crown, Dragon's Lair, Sim City, Zaxxon, Pac-man and TV Sports Football?

Well, in case you're baffled, they're all games written by the various members of a new software house, Cyberdreams.

Despite such an impressive pedigree, the programmers at Cyberdreams have not yet released a game on the new label. After two years that state of affairs is about to change.

#### **MOVIE MOTIVATION**

Casting an eye over the team's past successes, its talent to produce top quality games is apparent.

However, one of the major reasons behind the formation of Cyberdreams was to produce games based on unique concepts and exciting story ideas.

The programmers at Cyberdreams have also collaborated with some of the movie world's top artists and designers. The end result? Releases that push both you and your machine to the limits.

It features the macabre artistry of H R Giger (pronounced Geeger), whose designs inspired such films as Alien, Poltergeist II and the eagerly awaited Alien III.

Future titles to be released on the Cyberdreams label include Cyber Race, written in conjunction with Syd Mead, the designer behind Blade Runner, whose other credits include 2010, Star Trek I, Aliens, Short Circuit and Tron.

To complete Cyberdreams' film affiliations there is The Evolver, a game that draws upon the wizardry of John Rosengrant. His designs have been used for Terminator, Terminator 2: Judgement Day, Predator and Predator II.

Even though the point-and-click adventuring system may seem familiar to those found in other games, the similarity ends there.

Drawing on the artwork of H R Giger, Dark Seed features two totally different worlds. You must assume the guise of a science fiction writer by the name of Mike Dawson.

Having recently received a royalties cheque, Mike Dawson has decided to buy himself the house of his dreams, an old Victorian mansion.

Situated on the outskirts of a sleepy village called Woodland Hills, the residence is everything Mike has ever dreamed of. What he doesn't know though is that the house hides a secret far beyond his wildest imagination.

It seems that his new acquisition is the portal to a macabre dimension. The inhabitants of the shadowy world are biomechanical xenomorphs and their goal is to take over the earth.

In order to perform this they must first have at least one of their kind born into man's domain. Unbeknown to Mike he has been implanted with an embryo and within the next three days will unleash untold terrors on the earth.

All Mike has is a splitting headache! As an unsuspecting surrogate father, he must unlock the secret of how to enter into Dark Seed's world before putting paid to the plans afoot.

Over 60 different screens are featured. The normal world is drawn in glorious colour while the domain of the Dark Seed is depicted in an eerie world that reflects the artwork of H R Giger.

Dark Seed will be released on PC at the end of March with an Amiga version to follow in September.

12TH-18TH MARCH/1992

## HARDWARE & SOFTWARE HOTLINE (081) 903-9511 FAX HOTLINE (081) 900-0235

4. The

Wembley Computer Centre, 542 High Road, Wembley, Middlesex, HAO 2AA, or our new branch at 325 Edgeware Road, W2 1BN. (071) 724-1229

0



Cheques & Postal Orders payable to WAXHIDE LTD. Game postage tree: Under £15 00 please and £1 00 for postage. Consoles £2.00, Hardware £6.00. All prices include VAT goods despatched on day of order. Visit our new branch WAX COMPUTERS, 325 Edgeware Road, W2 I BN. Call us now for more details. Come and visit our showrooms open 9:30 to 6pm Monday to Saturday/

	REPAIRS	FROM:	a 190	SIONS TO: SCART
Tel: (081) 668-6312 Fax: (081) 763-0252 T.D.S. TRADING the UK's leading console repair and conversion centre, stockists of converters, leads and power supplys, announces NOW available for all Super Famicom/Super Nimtendo owners the T.D.S. Games Converter. This amazing little widget will allow you to play American games on your Japanese machine or Japanese games on your American machine Available NOW at a special price of £9.95 (+ £1 p&p)	Super Famicom Super Nintendo GameBoy PC Engine	£10.00 £15.00 £25.00 £10.00 £15.00 £15.00 £15.00 £15.00 £20.00 £25.00 £25.00 £20.00 £10.00 £10.00 £15.00	£20.00 £20.00 N/A N/A £30.00 £35.00 £35.00 £35.00 £35.00 £35.00 N/A N/A £20.00 £20.00 K/A	£15.00 £15.00 N/A N/A £20.00 £20.00 £20.00 £20.00 £25.00 N/A £25.00 N/A N/A £15.00 N/A N/A
Offer ends March 31st 1992       For consoles or computers not listed, please telephone for a quote. All console accessories repaired, joysticks, controllers etc. Please telephone for a quote.         Why not have your Nintendo NES converted to play american games? TDS can offer you a conversion which will enable you to do this - NOW available at £15.00 + £5 P&P       Please telephone for a quote.         All Scart leads for the following machines now only £6.95 Master System, Megadrive, Neo-Geo, NES (We stock many other types of computer and console leads, please telephone for further information.)       SEND IN THIS ADVERT WITH YOUR ABOVE, THIS DOES NOT AND RECEIVE A 10% DISCOUNT ON PRICES LISTED. ABOVE, THIS DOES NOT APPLY TO LEADS, PSU'S OR CONVERTERS.         Please trake all cheques/Postal Orders payable to TDS Trading:       ABOVE, THIS DOES NOT APPLY TO LEADS, PSU'S OR CONVERTERS.         OFFER ENDS MARCH 31st 1992       OFFER ENDS MARCH 31st 1992				

Deliverance conjures up images of inbred families, white waters and banjos. So a game about redneck freaks would seem to be the order of the day. Ahem... not quite.

> t's actually the follow-up to the immensely successful Stormlord. It's been out for quite a while now on the 8-bit computers, but at long last it is being converted to reach the Amiga and ST owners.

Who on earth is the Stormlord? Well,

he's a big mean chappie sporting a beard who waves a whopping great sword, killing anything in his wake. Nothing new,

510110110

you may claim. But this human meat cleaver has a heart of gold, wishing to free lots of little fairies from their imprisonment in hell

A long time has passed since the evil Queen threatened to kill off the fairies and invade the Stormlord's home. You battled away then and saved the day, freeing the little chappies from the iron yoke so you could relax and spend your retirement in the garden.

#### **FURIOUS FAIRY FROLICS**

Unfortunately, as in most real fairy tales, things didn't quite end so happily ever after. Those cuddly-wuddly little fairies are being held captive again.

You feel it your duty to rescue the tiny people from their incarceration in hell. So much so, ol' Stormlord, bless him, was heard to mutter, 'here we go again'.

Stormlord II: the Deliverance is a hack 'n' slash platform game with sleek graphics. Bearing more than a passing

Silesis



resemblance to Gods, you have to fight your way past devilish monsters through four expansive levels to free the poor little fairies.

Each level is different, both graphically and in the sonics department, where you have to fight a menagerie of quasi-intelligent creatures appearing out of thin air, or attacking from all angles. It certainly looks non-stop action.

The first level is set in the dingy dungeon, quaintly named Satan's Palace. You then hack your way through the Pits of Hell, the Enchanted Forest and finally to Heaven.

The graphics are nicely rendered in either 32 colours on the Amiga, or 16 on so the ST, with large, smooth-moving sprites.

It utilises a different scrolling technique which makes the Stormlord strut along, his hair flowing like a true hero.

Released by 21st Century. Entertainment, you'll be able to get Stormlord II: Deliverance in the shops around April, priced at £25.99. Go on, save the fairies!



12TH-18TH MARCH 1992 GAMES-X 45



This is where you can make some cash and give other readers a chance for a bargain by advertising any bits and bobs, consoles, computers, etc. that you don't need or want any more. We do not accept adverts for

software formats (sales or swaps) that are copyable - that means disks and cassettes, and no trade ads either!

 C64 for sale, cassette (data), loadsa games, good titles. Going for £75 ono. User manual, good working order. Old model, all leads. Tel: (0253) 825131 ask for Mike Mon-Fri after 4pm.

 Commodore 64, tape deck, five books, joystick, mouse and over 80 games. Still boxed with instructions, bargain at £1500no.
 Phone (0622) 672556 after 4pm and ask for Brian.

• £120 worth of ZX Spectrum computer games. £30 the lot. Tel: (0224) 695153 after 6pm.

 PC Engine with 2 games (Vigilante and Legendary Axe) and 2 joypads (Standard and Turbo). Very good condition. Only £120, or will swap for UK Mega Drive with games. Tel: (0859) 85235.

• C64 for sale plus two tape decks. 130 games, art package and mouse, joystick, 30-40 mags plus more extras. Only £100. If interested phone David on Guildford (0483) 502357.

• Game Boy 4 games and link-up lead, Tetris, Super Marioland, Spiderman and the Amazing Flip-Up. Unwanted Xmas present. £80 pounds of fun, all boxed. Ring (0244) 536495.

• Game Boy, 10 games inc Roger Rabbit, Gremlins II, Simpsons, Magnifier worth £310, only £215. Call after 5pm (0582) 605976 ask for Matt.

• Swap Atari ST PD, on a one to one basis. Send your list to Chris Palmer, 27 Stanmer Villas, Brighton, East Sussex. BN1 7HQ. It's as easy as A.B.C.!

• Amstrad CPC 464 and colour monitor plus £150 worth of games. As new, all for £300. Tel: (0978) 353908.

• Super Famicom (PAL), 6 games, 2 joypads. Games are Mario, Sim City, Pilot Wings, Final Fight, Actraizer and Super R-Type. V.G.C. £275 ono. Phone Dave on (0829) 41150 Tarvin.

• Famicom game carts for sale. Super Tennis, Gradius III, Big Run, Bomboozal, Super Ghouls 'n' Ghosts. Please phone for prices. Ring Tahir (0494) 791686 Mon-Wed before 5:30pm Thurs-Sat before 6pm. Uncle X labours long into the night replying to your letters, so write to: X-IT, *Games-X*, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.



#### PAINTING BY PIXELS

I purchased my Amiga nearly two years ago, and with it I found the Deluxe Paint II package and I was very impressed by it. As I practised I became better at drawing cars, planes etc.

Now I have been using the program for a while, I am beginning to realise that it has limited capabilities and I want to move on to a more advanced program with more and better tools.

The only other program I have tried is Deluxe Paint III and I was not very impressed. I am not looking for animation tools.

Please could you suggest a few better paint programs and also give me some prices?

PS I now have 1 megabyte of RAM so I can use 1 meg paint programs.

David Sharpe, Chadderton, Oldham.

Easy one this, Deluxe Paint IV is just what you're looking for. It is by far the best package available for the Amiga at the moment, incorporating every utility you could want. You do need 1 meg though. It'll cost in the region of £70.

ON TOP

Please could you answer these questions for me?

1. Is the Neo Geo better than the Amiga?

 Image: Second second

Post to: Games-X Classifieds, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

.....

2. Are Sonic and Mario really coming out on the Amiga?

3. Is Sonic coming out on the Game Gear?

Alex Caunt, Scarborough, N Yorkshire.

 The Neo Geo is by far the most powerful machine, but in terms of value for money the Amiga comes out on top.
 This is the question on everyone's lips, considering the amount of letters we get on the subject. Expect Mario to hit your screen in autumn '92 – take a look at this week's news for more details.

As for Sonic, well although the rights have been gained by US Gold it is up to Sega to decide when the game can be developed.

3. It's already available.

#### MY OPINION

I've got some comments on your magazine, but please keep the *Games-X* scoring system. Now here are my X-ratings on the most important bits of *Games-X*.

- 1. The news at the beginning XXXXX
- 2. Compo XXXX)
- 3. Game reviews XXXXX

## WORTHY CAUSE?

I always read your fab magazine from Dr X to Xit. I think it's a real step for mankind. To show my love for your wonderful mag I would like to wear some kind of publicity. A *Games-X* Tshirt perhaps? To put this another way "Gimme a T-shirt NOW or else!". Nick Glasson, Wot, No Address?

Dear, oh dear, demanding a T-shirt but not including your address. Ne'mind here's a piccy of the GX shirt just to remind you of what might have been.



4. Game advertisements ie Special Reserve XXXX) 5. Console Connexions XXXXX 6. Tip-X XXXXX 7. Software Charts XXXXX 8. Dr X XXXXX 9. Street Talk X) 10. Sneaky Peek XXXX) 11. X-it XXXXX etc, etc, etc. 12. Team Talk XXXX) 13. The whole magazine XXXXX etc, etc, etc. Great, get the idea? Haider Ali Butt, Bradford, W Yorks.

Sorry I had to shorten your letter but you seemed to get carried away singing the



I am writing to you concerning your reply to James Barret, issue 44. In the reply you said if you only want a computer for games, then you might as well get a console. I do not agree.

When I was a wee tot in 1988 (age 11) all I wanted was to play games. That Christmas I gratefully received an Amiga (the best games machine at the time) and enjoyed games for a year or so, but I got bored with their unoriginality, which led me into the world of the technical side of computers, particularly animation which has kept me occupied for ages.

The main point which I am trying to get across is that getting interested in the technical side of computers does not come straight away and only comes after getting bored of games.

I hope you print this letter as it might guide prospective buyers to steer clear of consoles. Believe me I am very glad I didn't get a console. Edward Regan, Sutton Coldfield, West Mids.

Give me a break, are you out for my blood? If you'd looked at my reply properly I did say that if you wanted to use your machine for something more that just games playing then an Amiga or ST would be your best bet. Maybe I didn't make it clear enough for the less intelligent of you out there, eh Edward!

Anyway, at least this has proved that there are some opinions loose out there.

## IN HIDING

USSON I have just recently got an Amiga 500+. However I have been unable to OF THE find the expansion cartridge. Please help as I am at my wits' end. WEEK Craig McNell, Portpatrick.

OK dimbo, If you mean where is extra RAM, it's built onto the main circuit board of the computer. Try booting up with your Workbench and taking a gander at the number of bytes that are free. You should notice it is double the amount found in the old A500.

If you want to expand your A500+ further you can buy extra RAM cards to slot in the expansion port. However, if you do this, make sure the new card doesn't include an internal clock as this will cause your system to fail.

praises of GX. You're spot on with X-it, but surely you should re-evaluate your opinion of Dr X? (No – Doc)

#### ST STRUGGLE

As a weekly subscriber to *Games-X* it is becoming more apparent that the ST is dying a slow death rather quickly (hmm, interesting mix of phrases there Bri – Doc), when it comes to software houses developing their wares.

With Sierra going for the so-called Premier League, gamers with STs feel some anxiety for the future.

It becomes more and more inustrating each time one buys any games mag to see that games are available on PC and Amiga only.

Brian Clough, Dumfriess, Scotland.

The situation is such that it's more profitable for software houses to concentrate on PC and Amiga games. I do sympathise with you and other ST owners, but it's the old vicious circle routine: fewer STs are sold, resulting in less software being produced, so fewer machines are sold...

#### BIG HEAD

What's your problem? Why doesn't Doc use his brain (eh, sorry I meant pea) and let his head go on a diet. Then you could fit at least another million letters on the page. Or you could hire out his head for advertising space.

Siôn Cavill and Leif Cussen, Wimbledon, London.

You've hit on a brilliant idea there, but I think we could get rid of the old goat.

We've been trying to do this for ages but he won't go away (Excuse me! Due to my extremely high IQ I need an overly large head in which to store my brain. This is a clear case of jealousy, you sad people – Doc).

Bomber fever has hit the office this week with the emergence of Bomber Man on the Amiga. Four-player frenzies seem to be used at any given moment during the day. No longer will I think of a two-player game as argument provoking after witnessing a blast of this corker of a game! possibly be thanks to the England rugby team retaining the Grand Slam. Hopefully this bout of good feeling will result in slightly less work for us! (You can always dream can't you! – Fungus) Hoorah!



Fungus is once again as chuffed to bits as he could

Dear Mr or Mrs Newsie,
Please would you reserve/deliver a copy
of Games-X every week for:
Name
Address
***************************************
Post Code
Note to newsagent: <i>Games-X</i> is available on a sale or return basis from UMD – tel: 071 700 4600

## **NEXT WEEK** out Thursday 19th March

\* After searching through gallons of PD games here's

	80	50	3 tem	200
	$H_{a}$	1999	0H	T
R		新	H	
Ш	断	判	+	"日
Ŧ	41	T	G	
	日期			

the best selection to be had

\* Get ready for hectic baseball action in Hardball III

 ★ Hit the slopes with our incredibly informative The Games Winter Challenge guide

★ Get behind the wheel of a Jaguar XJ220 to take a look at Core Design's latest offering

★ Save money by taking a look at our Budget Bonanza

**Contents are subject to change** 

### EDITORIAL

Deputy Editor: Pam Norman News Editor (North): Nick Clarkson News Editor (South): Jason Spiller Production Editor: Feargus Carroll Production Asst: Sharon Greaves Consoles Editor: Alex Simmons Staff Writers: John Davison, Brian Sharp, Nick Walkland

A R T W O R K Art Editors: Jonathan Ross, Jane Gollner Asst. Art Editor: Rob Sharp Advertising Artwork: John Fellows

C O M M E R C I A L Group Ad Manager: Nadia Lawlor Ad Manager: Steve Darragh Sales Executive: Ian Kenyon Circulation Manager: David Wren Production Manager: Carolyn Wood Managing Director: Brian Raynor Chairman: Derek Meakin Europress Interactive Ltd, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP. Tel: 0625 878888 Fax: 0625 876669 Printed by BPCC, Colchester Distributed by UMD, tel: 071 700 4600

PUBLISHED BY

Games-X original concept and design by Hugh Gollner

While Europress Interactive does its best to ensure that all information contained within the editorial and advertising is correct, Games-X cannot be held responsible for any omissions or inaccuracies. No part of this magazine may be reproduced without written permission. TAKE YOUR SENSES TO THE EDGE... AND BEYOND!

....

1

(1

((((

an

888

1

....

001

FAILURE BRINGS NOTHING. SUCCESS WILL BRING IMPERIAL HONOURS ....

Enlist with the Space Marines and enter the fiercest conflict mankind has ever faced! Forgotten starships infested with a multitude of evil creatures from the Realms of Chaos deift form drift from the Warp..

...Aboard these silent alien hulks, the space Marines battle to save humanity. Only the bravest return from fighting the hordes of Chaos and the mighty war maching mighty war machine Dreadnought. Will you be one of them?

Available on: Atari ST/STE, IBM PC, Amiga Spectrum, CBM 64/128 and Amstrad Cassette & Disk.



2 🛙 -BROC astes. 

R MTA. D Gremlin Graphics Software Ltd., Carver House, 2-4 Carver Street, Sheffield S1 4FS. © 1991 Hasbro Bradley UK Limited. All rights reserved. "Space Crusade" was developed in association with Games Workshop Ltd.



IRABEARE!



F